YAMAHA

DIGITAL WORKSTATION

Tyros5

Tyros5-76 Tyros5-61

Data List / Daten-Liste / Liste des données

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EN
DE
FR

C.S.G., DMI Development Division

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Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Piano	ConcertGrand	0	122	1	S.Art!
	PopGrand	104	11	1	S.Art!
	RockPiano	104	10	1	S.Art!
	AmbientPiano	104	9	1	S.Art!
	CocktailPiano	104	1	4	S.Art!
	UprightPiano	104	13	1	S.Art!
	PopUpright	104	13	2	S.Art!
	70sBalladPiano	104	14	1	S.Art!
	ChillOutPiano	104	15	1	S.Art!
	HonkyTonk	104	13	4	S.Art!
	Grand1Octave	104	2	4	S.Art!
	Grand2Octave	104	3	4	S.Art!
	MIDIGrand	104	2	3	S.Art!
	MIDIGrandPad	104	3	3	S.Art!
	MIDIGrandSyn	104	8	1	S.Art!
	Upright1octave	104	14	4	S.Art!
	Upright2octave	104	15	4	S.Art!
	BrightPiano	0	112	2	Live!
	PianoOrchestra	104	12	1	S.Art!
	SaloonUpright	104	14	2	S.Art!
	Harpsichord	8	32	113	S.Art!
	GrandHarpsi	0	113	7	Live!
	GrandPiano	0	113	1	Live!
	WarmGrand	0	114	1	Live!
	HonkyTonk	0	112	4	Regular
E.Piano	SuitcaseHard	104	16	5	Cool!
	SuitcaseSoft	104	7	5	Cool!
	VintageEP	104	8	5	Cool!
	Clavi	8	33	21	S.Art!
	ClaviFunk	8	34	21	S.Art!
	SuitcaseBallad	104	9	5	Cool!
	SuitcasePhaser	104	10	5	Cool!
	SuitcaseDrive	104	11	5	Cool!
	SuitcaseTremolo	104	12	5	Cool!
	SuitcaseJazz	104	13	5	Cool!
	TX-EPBright	104	10	6	Cool!
	TX-EPMellow	104	11	6	Cool!
	TX-EPWarm	104	12	6	Cool!
	SweetDX	104	0	6	Cool!
	BalladDX	0	124	6	Cool!
	SparkleStack	0	121	6	Cool!
	DXDynamics	0	123	6	Cool!
	BalladBells	104	2	6	Cool!
	DreamDX	104	3	6	Cool!
	MidnightDX	104	1	6	Cool!
	SuitcaseWarmth	104	14	5	Cool!
	CP80Stage	0	113	3	Regular
	VintageEPDrive	104	15	5	Cool!
	ClaviDrive	8	36	21	S.Art!
Organ	WhiterBars	8	32	30	S.Art!
	AllBarsOut	8	32	31	S.Art!
	JazzRotary	8	32	114	S.Art!
	ClassicBars	8	34	30	S.Art!
	Organ-a-Gogo	104	0	17	Cool!
	60sCombo1	104	32	17	Cool!
	60sCombo2	104	33	17	Cool!
	60sCombo3	104	34	17	Cool!
	60sCombo4	104	35	17	Cool!
	ProgRockOrgan	8	33	30	S.Art!
	CurvedBars	0	121	17	Cool!
	EvenBars	0	111	17	Cool!
	JazzOrgan	0	117	17	Cool!
	Organ	0	118	19	Cool!
	VintageFast	0	127	17	Cool!
	RockRotary	8	33	114	S.Art!
	Hold It Fast	0	111	18	Cool!
	R&B Tremolo	0	111	19	Cool!
	RotorOrgan	0	117	19	Cool!
	FullRocker	0	115	19	Cool!
	JazzSlow	0	126	18	Cool!
	TwoChannels	0	109	18	Cool!
	WhiterBarsSlow	104	1	18	Cool!
	AllBarsOutFast	104	0	19	Cool!
	AllBarsPhase	104	2	19	Cool!
	JazzFast	0	127	18	Cool!
	MellowDraw	0	115	18	Regular

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Organ	WhiterBarsFast	104	0	18	Cool!
	AllBarsOutSlow	104	1	19	Cool!
	RotaryDrive	0	116	19	Regular
	HomeOrgTromb	104	19	19	Regular
	HomeOrgClari	104	20	19	Regular
	HomeOrgCello	104	21	19	Regular
	HomeOrgE.Horn	104	22	19	Regular
	HomeOrgCornet	104	23	19	Regular
	HomeOrgViolin	104	24	19	Regular
	HomeOrgKinura	104	25	19	Regular
	ChapelOrgan1	0	113	20	Regular
	ChapelOrgan2	0	114	20	Regular
	ChapelOrgan3	0	115	20	Regular
	VintageAccomp1	0	108	18	Regular
	VintageAccomp2	0	107	18	Regular
	VintageAccomp3	0	106	18	Regular
	VintageAccomp4	0	105	18	Regular
	VintageAccomp5	0	104	18	Regular
	EuroAccomp1	104	33	18	Regular
	EuroAccomp2	104	34	18	Regular
	EuroAccomp3	104	35	18	Regular
	HomeAccomp1	104	37	19	Regular
	HomeAccomp2	104	38	19	Regular
	SeasideOrgan	104	26	19	Regular
	TheatreOrgTpt	0	124	17	Regular
	ChrysoglottAcc	104	36	19	Regular
	TheatrePedal1	104	16	19	Regular
	TheatrePedal2	104	17	19	Regular
	Chrysoglott	104	28	18	Regular
	TheatreOrgGlock	104	29	18	Regular
	TheatreOrgXylo	104	30	18	Regular
	TheatrOrgChime	104	31	18	Regular
	TheatreOrgHarp	104	32	18	Regular
Strings	RealStrings	8	33	50	S.Art!
	ClassicalStrings	8	36	49	S.Art!
	RomanceStrings	8	43	50	S.Art!
	TheatreStrings	8	37	49	S.Art!
	StudioStrings	8	32	49	S.Art!
	JazzViolin	8	64	49	S.Art2!
	CelticViolin	8	65	49	S.Art2!
	Pizzicato	0	113	46	Live!
	RealSpiccato	104	6	49	Live!
	RealTremolo	104	0	45	Live!
	Real1stViolins	8	32	44	S.Art!
	Real2ndViolins	8	32	45	S.Art!
	RealViolas	8	32	46	S.Art!
	RealCellos	8	32	47	S.Art!
	RealC.Basses	8	32	48	S.Art!
	Classic1stVln	8	33	44	S.Art!
	Classic2ndVln	8	33	45	S.Art!
	ClassicViola	8	33	46	S.Art!
	ClassicCello	8	33	47	S.Art!
	StringQuartet	8	34	48	S.Art!
	Classic1stVlns	8	34	44	S.Art!
	Classic2ndVlns	8	34	45	S.Art!
	ClassicViolas	8	34	46	S.Art!
	ClassicCellos	8	34	47	S.Art!
	ChamberStrings	8	42	49	S.Art!
	WarmStrings	8	39	49	S.Art!
	RealStringPad	8	43	49	S.Art!
	LushStrings	8	41	49	S.Art!
	Spiccato	8	33	49	S.Art!
	TremoloStrings	0	113	45	Live!
	RealStrings f	8	40	50	S.Art!
	RealStrings mf	8	41	50	S.Art!
	RealStrings p	8	42	50	S.Art!
	BalladStrings	8	34	50	S.Art!
	BigStrings	8	40	49	S.Art!
	Strings f	0	119	49	Live!
	Strings mf	0	118	49	Live!
	Strings p	0	117	49	Live!
	ConcertStrings	8	32	50	S.Art!
	RealTremoloSfz	104	1	45	Live!
	DiscoStrings1	0	123	50	Live!
	DiscoStrings2	0	124	50	Live!
	SynthStrings1	0	112	51	Regular

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Strings	SynthStrings2	0	113	51	Regular
	OberStrings	0	113	52	Regular
	TheatreOrch	104	1	50	Regular
	BallroomStrings	8	35	50	S.Art!
Choir	ScatVocalists	8	42	56	S.Art!
	JazzSingersShoo	8	45	56	S.Art!
	JazzSingersDwee	8	46	56	S.Art!
	PopEnsemble	8	40	56	S.Art!
	LatinVocals	8	41	56	S.Art!
	BoysChoirOoh	8	32	52	S.Art!
	BoysChoirAah	8	33	52	S.Art!
	GospelHmm	8	32	55	S.Art!
	GospelWow	8	33	55	S.Art!
	GospelHey	8	34	55	S.Art!
	ShooBeeDooBah1	8	32	56	S.Art!
	DoBeDoBe	8	48	56	S.Art!
	BaDaYah	8	36	56	S.Art!
	WhtShouldWeDo	8	53	56	S.Art!
	WhoAreYou	8	54	56	S.Art!
	ShooBeeDooBah2	8	47	56	S.Art!
	YaBaDaBa	8	51	56	S.Art!
	DoWeYoBe	8	52	56	S.Art!
	ShooBaDooBa	8	55	56	S.Art!
	HooWah	8	39	56	S.Art!
	Haa	8	32	40	S.Art!
	Wah	8	38	40	S.Art!
	Baa	8	41	40	S.Art!
	Daa	8	45	40	S.Art!
	Ooh	8	32	41	S.Art!
	Doo	8	38	41	S.Art!
	Yoo	8	42	41	S.Art!
	BaroqueScat	8	43	56	S.Art!
	ScatLegato	8	50	56	S.Art!
	ShooBeeDynamic	8	35	56	S.Art!
	HaaVibrato	8	33	40	S.Art!
	WahVibrato	8	39	40	S.Art!
	BaaVibrato	8	42	40	S.Art!
	DaaVibrato	8	46	40	S.Art!
	OohVibrato	8	33	41	S.Art!
	DooVibrato	8	39	41	S.Art!
	YooVibrato	8	43	41	S.Art!
	BeeVibrato	104	4	53	Live!
	SoftChoirOoh	8	35	52	S.Art!
	SoftChoirAah	8	36	52	S.Art!
	OohBoys	8	34	41	S.Art!
	OohGirls	8	36	41	S.Art!
	HaaBoys	8	34	40	S.Art!
	HaaGirls	8	35	40	S.Art!
	AahOoh Auto	8	49	41	S.Art!
	OohBoysVibrato	8	35	41	S.Art!
	OohGirlsVibrato	8	37	41	S.Art!
	DooBoys	8	40	41	S.Art!
	DooGirls	8	41	41	S.Art!
	HooWee Auto	8	56	56	S.Art!
	WowHeyHmm	8	35	55	S.Art!
	GospelMW1	8	36	55	S.Art!
	GospelMW2	8	37	55	S.Art!
	BoysChoirMW	8	34	52	S.Art!
	BoysChoirOoAa	8	49	56	S.Art!
	GospelHmm	104	12	54	Live!
	GospelWow	104	13	54	Live!
	GospelHey	104	7	53	Live!
	AccompAah	104	15	53	Live!
	AccompOoh	104	15	54	Live!
	Haa	104	9	53	Live!
	Wah	104	10	53	Live!
	Baa	104	12	53	Live!
	Daa	104	13	53	Live!
	Doo	104	16	54	Live!
	Ooh	104	17	54	Live!
	Yoo	104	18	54	Live!
	SoftWah	8	40	40	S.Art!
	ForteChoirOoh	8	37	52	S.Art!
	ForteChoirAah	8	38	52	S.Art!
Brass	MuteTrumpet	8	64	65	S.Art2!
	Trumpet	8	66	66	S.Art2!

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Brass	BigBandTrumpet	8	67	66	S.Art2!
	JazzTrumpet	8	64	66	S.Art2!
	Trombone	8	65	74	S.Art2!
	OrchTrumpets	104	3	57	Live!
	OrchTrombones	104	3	58	Live!
	OrchHorns	104	0	61	Live!
	OrchTpts&Tbns1	104	9	62	Live!
	OrchTpts&Tbns2	104	10	62	Live!
	PopHnsDynamic	104	0	62	Live!
	PopHnsDynShake	104	4	62	Live!
	PopHnsMellow	8	43	57	S.Art!
	PopHnsBright	8	44	57	S.Art!
	PopHnsAccent	104	3	62	Live!
	PopHnsCresc	104	5	62	Live!
	PopHnsMWCresc	8	45	57	S.Art!
	HornsFallDoitSw	8	46	57	S.Art!
	HornsFallsSw	8	47	57	S.Art!
	PopHnsMWSwell	8	48	57	S.Art!
	SwingHnsWarm	104	1	62	Live!
	SwingHnsMute	104	2	62	Live!
	WarmHnsSection	8	41	57	S.Art!
	BrightHnsSection	8	42	57	S.Art!
	BalladBrass	104	6	62	Live!
	OrchTrumptsFast	104	4	57	Live!
	OrchTrombsFast	104	4	58	Live!
	OrchHornsFast	104	4	61	Live!
	OrchBrassOct	104	12	62	Live!
	OrchHorns&Tbns	104	13	62	Live!
	Trumpet	8	32	65	S.Art!
	SilverTrumpet	8	33	65	S.Art!
	GoldenTrumpet	8	34	65	S.Art!
	BigBandTrumpet	8	37	65	S.Art!
	ClassicTrumpet	8	65	66	S.Art2!
	Cornet	0	119	57	Sweet!
	MutedCornet	104	0	60	Sweet!
	FlugelHorn	0	118	57	Sweet!
	GoldenTrumpet	0	122	57	Sweet!
	SilverTrumpet	0	121	57	Sweet!
	Trumpet	0	115	57	Sweet!
	MellowTrumpet	0	120	57	Sweet!
	Trombone	0	117	58	Sweet!
	BrightTrombone	104	0	58	Sweet!
	SoftTrombones	0	118	61	Live!
	MutedTrumpet	0	114	60	Sweet!
	TrumpetFall	8	38	65	S.Art!
	TrumpetShake	8	35	65	S.Art!
	BigBandBrass	8	37	57	S.Art!
	BallroomBrass	0	113	60	Regular
	SymphonyHorns1	104	1	61	Live!
	SymphonyHorns2	104	2	61	Live!
	SymphonyHorns3	104	8	62	Live!
	SymphnyHrsFast	104	15	62	Live!
	StoppedHorns	104	3	61	Live!
	OrchHornPad	104	11	62	Live!
	WarmHorns	8	33	61	S.Art!
	SoftHorns	8	32	61	S.Art!
	CollieryBand	104	14	62	Live!
	Tuba	104	0	59	Regular
	Brass f	0	108	62	Live!
	Brass mf	0	110	62	Live!
	Brass p	0	111	62	Live!
	BrassShake	8	32	57	S.Art!
	BrassFalls f	8	34	57	S.Art!
	Sforzando	0	105	62	Live!
	SmoothBrass	8	36	57	S.Art!
	DynamicBrass	0	127	62	Live!
	SforzandoFall	0	107	62	Live!
	BrassFalls mf	8	35	57	S.Art!
	OberBrass	0	113	64	Regular
	ThinthBrass	104	0	63	Regular
	BrassProfit	104	1	63	Regular
	SlowPWMBrass	104	2	63	Regular
	FastPWMBrass	104	6	63	Regular
	SoftVeloBrass	0	120	63	Regular
	80sBrass	0	113	63	Regular
	AnalogBrass	0	112	64	Regular

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Brass	SoftAnalog	0	114	64	Regular
	FunkyAnalog	0	115	63	Regular
	TechnoBrass	0	114	63	Regular
	OberHorns	0	115	64	Regular
	FatSynthBrass	0	116	64	Regular
	PowerBrass	0	121	63	Live!
	AccentBrass	0	109	62	Live!
	BaritoneHorn	0	113	59	Regular
	BaritoneHit	0	114	59	Regular
	AlpBass	0	113	34	Regular
Woodwind	ClassicalFlute	8	64	75	S.Art2!
	JazzFlute	8	65	75	S.Art2!
	Clarinet	8	65	93	S.Art2!
	BalladClarinet	8	64	93	S.Art2!
	RomanceClarinet	8	66	93	S.Art2!
	PopSoprano	8	64	85	S.Art2!
	BalladSoprano	8	65	85	S.Art2!
	TenorSax	8	66	81	S.Art2!
	JazzSax	8	65	81	S.Art2!
	BreathySax	8	64	81	S.Art2!
	AltoSax	8	32	67	S.Art!
	SoftAlto	8	34	67	S.Art!
	PopTenor	0	127	67	Sweet!
	BalladTenor	0	126	67	Sweet!
	JazzTenor	0	125	67	Sweet!
	Saxophone	8	32	83	S.Art!
	BigBandSax	8	35	83	S.Art!
	RockSax	8	33	83	S.Art!
	BaritoneSax	104	0	68	Regular
	GermanClarinet	104	2	72	Regular
	SaxSectionSoft	0	121	67	Live!
	SaxSectionHard	0	122	67	Live!
	SectionSaxes	8	36	83	S.Art!
	SectionSaxesOct	8	37	83	S.Art!
	BigBandOctave	0	108	67	Live!
	SaxSection	0	116	67	Live!
	SoftSaxes1	8	38	83	S.Art!
	SoftSaxes2	8	39	83	S.Art!
	BigBandSaxes	0	110	67	Live!
	BigBandUnison	0	109	67	Live!
	OrchFlute	8	32	74	S.Art!
	OrchOboe	8	32	69	S.Art!
	OrchClarinet	104	0	72	Live!
	OrchBassoon	104	0	71	Sweet!
	Flutes&Oboes	104	2	74	Regular
	Clarinet&Flutes	104	1	72	Regular
	Clarinet&Oboe	104	1	69	Regular
	DoubleReeds	104	2	69	Regular
	OrchWoodwind	104	1	71	Regular
	BalladSection	0	119	67	Regular
	IrishPipeAir	8	64	109	S.Art2!
	IrishPipeDance	8	65	109	S.Art2!
	AltoFlutes	104	1	74	Regular
	Piccolo	0	112	73	Regular
	Whistle	0	112	79	Regular
	Recorder	0	112	75	Regular
	Ocarina	0	112	80	Regular
	Shakuhachi	0	112	78	Regular
	Bagpipe	0	112	110	Regular
	PanFlute	0	113	76	Sweet!
A.Guitar	SteelAcoustic	8	37	2	S.Art!
	SteelGtrTwin1	104	12	26	Live!
	SteelGtrTwin2	104	13	26	Live!
	ChickenPickGtr	104	11	26	Live!
	12StringGtrTwin	8	39	2	S.Art!
	FlamencoGuitar	8	35	2	S.Art!
	SpanishGuitar	8	34	2	S.Art!
	ConcertGuitar	8	32	1	S.Art!
	SpanishElectAc	8	36	2	S.Art!
	ElectroAcoustic	8	35	1	S.Art!
	SteelAcoustic	104	10	26	Live!
	ChickPickSwitch	8	38	2	S.Art!
	12StringStrum	8	40	2	S.Art!
	SlideSpanishGtr	104	9	26	Live!
	NylonGuitar	8	34	1	S.Art!
	ClassicalGtr	0	115	25	Live!

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
A.Guitar	SlideNylon	0	117	25	Live!
	DynamicNylon	0	116	25	Live!
	SteelGuitar	8	32	2	S.Art!
	DynamicSteel	0	116	26	Live!
	12StringGtr	0	113	26	Live!
	SlideSteel	0	118	26	Live!
	FolkGuitar	8	33	2	S.Art!
	Mandolin	0	114	26	Sweet!
	Banjo	104	0	106	Regular
	Sitar	104	0	105	Regular
	Hackbrett	104	2	47	Regular
	Zither1	104	1	16	Regular
	Zither2	104	0	16	Regular
	Shamisen	0	112	107	Regular
E.Guitar	RockHero	8	35	6	S.Art!
	SoloKing	8	50	6	S.Art!
	RhythmKing	8	53	6	S.Art!
	BigCombo	8	51	6	S.Art!
	ClassicStack	8	41	6	S.Art!
	VintageDistFull	8	43	6	S.Art!
	VintageDistSolo	8	44	6	S.Art!
	VintDistStage	8	45	6	S.Art!
	VintageHeavy	8	47	6	S.Art!
	VintageDriveWah	8	46	6	S.Art!
	RockLegend	8	34	6	S.Art!
	GuitarHero	8	32	6	S.Art!
	StageLead	8	38	6	S.Art!
	BluesWarm	8	34	5	S.Art!
	BluesBright	8	35	5	S.Art!
	VintageBlues	8	37	6	S.Art!
	VintageRock	8	36	6	S.Art!
	StereoRock	104	2	31	Cool!
	HeavyRock	8	32	5	S.Art!
	OverdriveWah	8	39	6	S.Art!
	GrungeGuitar	8	40	6	S.Art!
	MetalMaster	0	120	31	Regular
	BluesyFingers	8	37	5	S.Art!
	BluesyNight	8	55	4	S.Art!
	OldiesGuitar	8	52	6	S.Art!
	VintShortDelay	8	48	6	S.Art!
	VintWarmDrive	8	49	6	S.Art!
	BluesSlapSlide	8	36	5	S.Art!
	MutedGuitar	0	119	29	Cool!
	VintageMutedGt	0	115	29	Regular
	VintageAmp	8	41	4	S.Art!
	FingerAmp	8	43	4	S.Art!
	SingleCoilClean	8	39	4	S.Art!
	CleanSolid	8	34	4	S.Art!
	PureVintage	8	42	6	S.Art!
	RoughFingers	8	39	5	S.Art!
	FingerSlapSlide	8	51	4	S.Art!
	CleanFingers	8	38	5	S.Art!
	FunkSlap	8	49	4	S.Art!
	FingerBright	8	50	4	S.Art!
	CtryPickDrive	8	40	5	S.Art!
	CtryPickVintage	8	41	5	S.Art!
	CountryPick	8	44	4	S.Art!
	ShadowedGuitar	8	56	4	S.Art!
	BalladDelay	8	46	4	S.Art!
	FingerChorus	8	42	4	S.Art!
	BrightChorus	8	45	4	S.Art!
	LiteChorus	8	53	4	S.Art!
	VintageSpring	8	54	4	S.Art!
	WarmSolid	8	33	4	S.Art!
	JazzVintage	8	38	7	S.Art!
	JazzArtist	8	39	7	S.Art!
	JazzCombo	8	54	6	S.Art!
	JazzClean	8	32	7	S.Art!
	SemiAcoustic	8	33	7	S.Art!
	SmoothJazzGtr	8	35	7	S.Art!
	PedalSteel	8	36	4	S.Art!
	PedalSteelAmp	8	52	4	S.Art!
	PedalSteel	0	115	28	Regular
	AlohaGuitar	0	118	27	Regular
Bass	SoftAcBass	8	33	17	S.Art!
	FretlessBass	8	32	20	S.Art!

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Bass	VintageRound	8	32	18	S.Art!
	VintageFlat	8	33	18	S.Art!
	VintageMute	8	32	19	S.Art!
	BallroomBass	104	0	33	Regular
	ElectricBass	0	114	34	Cool!
	DynoPickBass	0	113	35	Cool!
	SlapBass	0	112	37	Regular
	HalfMute	0	115	34	Cool!
	AcousticBass	8	32	17	S.Art!
	FretlessBass	0	112	36	Cool!
	VintageRound	104	1	34	Cool!
	VintageFlat	104	2	34	Cool!
	VintageMute	104	3	34	Cool!
	AcousticBass	104	1	33	Regular
	SoftAcBass	104	2	33	Regular
	VintagePick	104	1	35	Regular
	MellowFinger	0	112	34	Regular
	VintagePickMute	104	0	35	Cool!
	VintageDyno	104	2	35	Cool!
	RockBass	0	114	35	Regular
	SuperFretless	0	113	36	Regular
	PickBass	0	112	35	Regular
	FusionBass	0	113	37	Regular
	FunkBass	0	112	38	Regular
	Bass&Cymbal	0	114	33	Regular
	BPFBuzz	8	32	123	S.Art!
	WobbleMW	8	33	123	S.Art!
	RampBassMW	8	34	123	S.Art!
	SquarePluckMW	8	35	123	S.Art!
	DeepSubMW	104	18	88	Regular
	ModernPop	104	19	88	Regular
	MultiSawBass	104	20	88	Regular
	BriteDubBass	104	21	88	Regular
	Pulse&Saw	104	22	88	Regular
	TwentyFive	104	23	88	Regular
	PunchySquare	104	24	88	Regular
	Softwood	104	25	88	Regular
	PunchyDX	104	26	88	Regular
	DarkSeqBass	104	27	88	Regular
	PumpingSaw	104	28	88	Regular
	PumpingSquare	104	29	88	Regular
	SubCutBass	104	5	40	Regular
	DynoAcidBass	104	10	39	Regular
	MiniSub	104	6	40	Regular
	FatSineRes	104	11	39	Regular
	BalladBass	104	7	40	Regular
	VeloMaster	104	17	82	Regular
	SubBass	0	114	40	Regular
	HardBass	0	114	39	Regular
	ResoBass	0	112	39	Regular
	HouseBass	0	116	39	Regular
	BigDrone	0	118	39	Regular
	TB Bass	0	117	40	Regular
Percussion	Vibraphone	104	1	12	Sweet!
	Xylophone	104	0	14	Regular
	Marimba	104	0	13	Regular
	Celesta	0	112	9	Regular
	Glockenspiel	104	0	10	Regular
	JazzVibes	0	113	12	Regular
	Vibes&Flutes	0	114	12	Regular
	OrchestralHarp	104	1	47	Regular
	MellowHarp	104	0	47	Regular
	Timpani	0	112	48	Regular
	TubularBells	0	112	15	Regular
	SteelDrums	0	112	115	Regular
	MusicBox	0	112	11	Regular
	Kalimba	0	112	109	Regular
	Dulcimer	0	112	16	Regular
	Koto	0	112	108	Regular
	OrchestraHit	0	112	56	Regular
DrumKit	RealDrums	127	0	92	Live!Drums
	RealBrushes	127	0	42	Live!Drums
	AcousticKit	127	0	90	Live!Drums
	RockKit	127	0	91	Live!Drums
	StudioKit	127	0	87	Live!Drums
	PowerKit1	127	0	88	Live!Drums

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
DrumKit	PowerKit2	127	0	89	Live!Drums
	RoomKit	127	0	9	Drums
	JazzKit	127	0	33	Drums
	StandardKit	127	0	1	Live!Drums
	AnalogT8Kit	127	0	59	Drums
	AnalogT9Kit	127	0	60	Drums
	BreakKit	127	0	58	Drums
	HipHopKit	127	0	57	Drums
	DanceKit	127	0	28	Drums
	AnalogKit	127	0	26	Drums
	HouseKit	127	0	61	Drums
	DrumMachine	127	0	62	Drums
	HitKit	127	0	5	Drums
	ElectroKit	127	0	25	Drums
	TurkishKit	126	0	68	Live!SFX
	CubanKit	126	0	41	Live!SFX
	PopLatinKit1	126	0	44	Live!SFX
	PopLatinKit2	126	0	45	Live!SFX
	SymphonyKit	127	0	49	Live!Drums
	CymbalKit	126	0	50	Live!SFX
	NewSFXKit1	126	0	3	Live!SFX
	NewSFXKit2	126	0	4	Live!SFX
	GospelAdLibs	126	0	111	Live!SFX
	VocalEffectsKit	126	0	110	Live!SFX
	NoisesKit	126	0	9	SFX
	SeaShore	104	0	123	Live!
	Helicopter	104	0	126	Live!
	Applause1	104	0	127	Live!
	Applause2	104	1	127	Live!
	GunShot	104	0	128	Live!
Accordion	Harmonica	8	64	105	S.Art2!
	BluesHarp	8	65	105	S.Art2!
	FrenchMusette	0	119	22	Regular
	MasterAccord	0	118	22	Regular
	JazzAccordion	0	120	22	Regular
	TangoAccordion	0	114	24	Regular
	Cassotto	104	0	22	Regular
	FullRegister	104	2	22	Regular
	Steirisch	0	117	22	Regular
	Cajun	104	3	22	Regular
	Harmonica	0	112	23	Sweet!
	Clari8'&4'	104	1	22	Regular
	Bandoneon	0	113	24	Regular
	MasterBass	0	122	22	Regular
	MusetteBass	0	123	22	Regular
	AccordionBass	0	121	22	Regular
	TangoBass	0	115	24	Regular
	FullRegBass	104	5	22	Regular
	CajunBass	104	6	22	Regular
Pad	NewHeaven	104	10	89	Regular
	FantasyBells	104	11	89	Regular
	ItopiaBells	104	13	89	Regular
	Sinesphere	104	18	89	Regular
	HeavenPad	104	3	92	Regular
	BreathBells	104	15	89	Regular
	OrganBells	104	12	89	Regular
	SkyBells	104	16	89	Regular
	SpectrumPad	104	5	95	Regular
	EarlyDigital	104	0	94	Regular
	Digisweeper	104	7	102	Regular
	ReflectingZone	104	21	89	Regular
	MysticPad	104	6	95	Regular
	DeepMotion	104	4	96	Regular
	Tric-Trac	104	2	98	Regular
	PadVoices	104	6	96	Live!
	CrossPhase	104	1	102	Regular
	NightMotion	104	4	89	Regular
	NewAtmosphere	104	4	90	Regular
	HotSwell	104	2	96	Regular
	SpaceRider	104	1	96	Regular
	PearlsPad	104	2	89	Regular
	BreathPad	104	0	92	Regular
	NobleMan	104	1	89	Regular
	DarkLight	104	3	90	Regular
	OctStrings	104	4	51	Regular
	AmbientPad	104	0	89	Regular

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Pad	GloriousPhase	0	114	91	Regular
	HipaStrings	0	114	96	Regular
	OberSweep	0	115	96	Regular
	DarkFatSaw	104	2	90	Regular
	VaporPad	104	1	90	Regular
	TranceMW	104	0	96	Regular
	MellowPad	0	117	96	Regular
	AnalogPad	0	120	90	Regular
	Spectralis	104	4	95	Regular
	MidnightSpecial	104	3	102	Regular
	Atmo5th	104	6	90	Regular
	MorningDew	104	0	95	Regular
	PercPad	104	0	102	Regular
	SpectrumTheme	104	14	89	Regular
	NextGeneration	104	9	52	Regular
	AmbientTheme	104	20	89	Regular
	HybridPad	104	22	89	Regular
	HybridLines	104	4	92	Regular
	VPSoft	104	0	90	Regular
	DouxFlange	104	3	96	Regular
	LightPad	104	2	52	Regular
	ButterStrings	104	2	51	Regular
	MediumTunePad	104	0	51	Regular
	BrightPadTrance	104	4	91	Regular
	ChillinChords	104	6	52	Regular
	BrightPopPad	104	3	51	Regular
	PremiumPad	104	0	52	Regular
	SoftEnsemble	104	1	51	Regular
	80sPad	104	1	52	Regular
	BrightFatSaw	104	5	91	Regular
	LitePad	0	122	90	Regular
	PopPad	0	112	91	Regular
	BrightSawPad	0	113	91	Regular
	GoldenAge	0	115	89	Regular
	Solaris	0	114	95	Regular
	Mediterrain	0	114	100	Regular
	CyberPad	0	113	100	Regular
	All or Nothing	104	6	102	Regular
	AnaDayz	104	3	52	Regular
	WhisperGallery	104	0	93	Regular
	Skydiver	0	112	102	Regular
	GalaxyPad	104	3	89	Regular
	Aerosphere	104	1	95	Regular
	FlyingHarmonics	104	1	100	Regular
	NylonHeaven	104	2	100	Regular
	PianoSweeper	104	3	100	Regular
	AiryHarp	104	17	89	Regular
	NylonPad	104	0	100	Regular
	RainyDay	104	5	90	Regular
	SoundPictures	104	3	95	Regular
	TheFog	104	9	102	Regular
	Randomizer	104	10	102	Regular
	Atlantis	104	11	102	Regular
Synth	SquareStackMW	8	32	124	S.Art!
	NastySaw	104	10	91	Regular
	GrowlingHook	104	11	91	Regular
	LoonyGirl	104	15	91	Regular
	TenPercent	104	18	91	Regular
	CoolHiPaMW	8	34	124	S.Art!
	WheelTechMW	8	36	124	S.Art!
	RedoublingMW	8	37	124	S.Art!
	HardTeeth	104	16	91	Regular
	Cyclist	104	17	91	Regular
	FireWire	0	116	82	Regular
	Matrix	0	123	82	Regular
	WireLead	0	120	82	Regular
	CryingLead	0	114	88	Regular
	SoftR&B	0	119	81	Regular
	SoftSaw	104	16	82	Regular
	HipLead	0	113	81	Regular
	SoftMini	0	124	81	Regular
	Skyline	0	115	85	Regular
	DetunedVintage	104	1	85	Regular
	Crowds	104	19	91	Regular
	Gemini	104	20	91	Regular
	HandsUp!	104	21	91	Regular

Category	Voice Name	Voice Number			Voice Type
		MSB	LSB	Prg	
Synth	StraightRaver	104	22	91	Regular
	TranceArtist	104	23	91	Regular
	PunchyChordz	104	24	91	Regular
	TrancyChordz	104	25	91	Regular
	TrancyNoise	104	1	123	Regular
	UnisonStrings	104	9	51	Regular
	MedDetStrings	104	10	51	Regular
	FourStackMW	8	33	124	S.Art!
	NuLineMW	8	35	124	S.Art!
	Yipping	104	12	91	Regular
	Mr.Unstable	104	13	91	Regular
	Persecutor	104	14	91	Regular
	ShortUnison	104	4	85	Regular
	BriteDecay	104	5	85	Regular
	TekkTune	104	6	85	Regular
	StaccMelody	104	7	85	Regular
	PitchyPatch	104	8	85	Regular
	SoftChordsyn	104	9	85	Regular
	ChordBuddy	104	10	85	Regular
	TuneComp	104	11	85	Regular
	ArpeggioLine	104	12	85	Regular
	SoftStepper	104	24	89	Regular
	PWMPicks	104	25	89	Regular
	SquareStepz	104	26	89	Regular
	DynaSequence	104	27	89	Regular
	TriPicks	104	28	89	Regular
	Cracky	104	29	89	Regular
	PWMLead	104	1	82	Regular
	SubLead	104	0	81	Regular
	FusionLead	104	15	82	Regular
	EarlyLead	0	118	82	Regular
	SoftSquare	104	5	81	Regular
	PunchLead	104	7	82	Regular
	TechLead	0	117	85	Regular
	ClubLead	104	3	63	Regular
	TalkModLead	104	0	88	Regular
	ChorusSawLead	104	10	82	Regular
	TechGlide	104	14	82	Regular
	Tekkline	0	116	85	Regular
	TranceLead	0	121	81	Regular
	TranceSeq1	104	4	88	Regular
	TranceSeq2	104	5	88	Regular
	TranceSeq3	104	1	91	Regular
	WildPWM	104	4	81	Regular
	HPFDance	104	0	91	Regular
	DetunedSawOct	104	8	82	Regular
	DancyHook	104	9	82	Regular
	VinalogSaw	104	3	82	Regular
	1984Synth	104	20	82	Regular
	FaaatComp	104	4	52	Regular
	FatSawHook	104	7	52	Regular
	OctaveHook	0	113	87	Regular
	LektroCodes	104	2	85	Regular
	ResonantClavi	104	2	91	Regular
	ResonanceComp	104	4	63	Regular
	SimpleComp	104	12	82	Regular
	BalladComp	104	6	89	Regular
	BrightPadBell	104	7	89	Regular
	DigitalSeq	104	2	88	Regular
	Nomad	104	1	105	Regular
	Analogon	0	115	82	Regular
	FlangeFilter	104	2	82	Regular
	MouthLead	104	0	82	Regular
	TrancePerc	104	5	82	Regular
	Chordmaster	104	13	82	Regular
	PitchFall	104	0	104	Regular
	PercSeqSaw	104	11	82	Regular
	DanceChords	104	5	52	Regular
	DanceHook	0	112	87	Regular
	PunchyHook	0	127	82	Regular
	Portatone	0	112	85	Regular
	VinylLead	0	115	81	Regular
	PercSquare	0	123	81	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
OrganWorld	Vintage	OrganFlutes	0	126	17	OrganFlutes
		USDSmile	10	1	1	OrganFlutes
		OrganPops	10	2	1	OrganFlutes
		RockOrgan	10	3	1	OrganFlutes
		GospelTruth	10	4	1	OrganFlutes
		FunkOrgan	10	5	1	OrganFlutes
		ClariBars	10	6	1	OrganFlutes
		JazzSquabble	10	7	1	OrganFlutes
	Home	HomeOrgBallad	10	0	2	OrganFlutes
		Sixteen&Odds	10	1	2	OrganFlutes
		HomeTheatre	10	2	2	OrganFlutes
		HomeOrganJazz	10	3	2	OrganFlutes
		HollowTibias	10	4	2	OrganFlutes
		HomeOrganEvens	10	5	2	OrganFlutes
		HomeOrgWarmth	10	6	2	OrganFlutes
		HomeFullOrgan	10	7	2	OrganFlutes
	Euro	EuroPerc	10	0	3	OrganFlutes
		BalladEuro	10	1	3	OrganFlutes
		EuroReeds	10	2	3	OrganFlutes
		EvenWarmth	10	3	3	OrganFlutes
		BrightEuro	10	4	3	OrganFlutes
		EuroPops	10	5	3	OrganFlutes
		FullEuro	10	6	3	OrganFlutes
		EuroMelodic	10	7	3	OrganFlutes
	Concert	LieblichGedackt	104	6	20	Regular
		Diapason	104	4	20	Regular
		Claribel8&Flute4	104	5	20	Regular
		SoftReeds	104	7	20	Regular
		GrandJeu	104	1	20	Live!
		FondsEtAnches	104	2	20	Live!
		OrganoPleno	104	3	20	Live!
		Tutti	104	0	20	Live!
	Theatre	Tibia&Vox	104	28	19	Regular
		OpenTibias	104	29	19	Regular
		GambaCeleste	104	30	19	Regular
		FullTheatre1	104	31	19	Regular
		FullTheatre2	104	32	19	Regular
		FullTheatre3	104	33	19	Regular
		FluteAccomp	104	34	19	Regular
		StringsAccomp	104	35	19	Regular
EnsembleVoices	Brass	EnsTrumpet1	9	66	66	S.Art2!
		EnsTrumpet2	9	67	66	S.Art2!
		EnsTrumpet1SK	9	82	66	S.Art2!
		EnsTrumpet2SK	9	83	66	S.Art2!
		EnsTrombone	9	65	74	S.Art2!
		EnsTromboneSK	9	81	74	S.Art2!
		OrchTrumpets	109	3	57	Live!
		OrchTrombones	109	3	58	Live!
		OrchHorns	109	0	61	Live!
		ClassicTrumpet	9	65	66	S.Art2!
		MuteTrumpet	9	64	65	S.Art2!
		MutedTrumpet	109	114	60	Sweet!
		JazzTrumpet	9	64	66	S.Art2!
		Trumpet	9	32	65	S.Art!
		BigBandTrumpet	9	37	65	S.Art!
		Trombone	109	117	58	Sweet!
		BrightTrombone	109	0	58	Sweet!
		Cornet	109	119	57	Sweet!
		MutedCornet	109	0	60	Sweet!
		FlugelHorn	109	118	57	Sweet!
		Tuba	109	0	59	Regular
		OrchTrumptsFast	109	4	57	Live!
		OrchTrombsFast	109	4	58	Live!
		OrchHornsFast	109	4	61	Live!
	Strings	Real1stViolins	9	32	44	S.Art!
		Real2ndViolins	9	32	45	S.Art!
		RealViolas	9	32	46	S.Art!
		RealCellos	9	32	47	S.Art!
		RealC.Basses	9	32	48	S.Art!
		Classic1stVlns	9	34	44	S.Art!
		Classic2ndVlns	9	34	45	S.Art!
		ClassicViolas	9	34	46	S.Art!
		ClassicCellos	9	34	47	S.Art!
		JazzViolin	9	64	49	S.Art2!
		Classic1stVln	9	33	44	S.Art!
		Classic2ndVln	9	33	45	S.Art!

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
EnsembleVoices	Strings	ClassicViola	9	33	46	S.Art!
		ClassicCello	9	33	47	S.Art!
		CelticViolin	9	65	49	S.Art2!
		Pizzicato	109	113	46	Live!
		RealSpiccato	109	6	49	Live!
		RealTremolo	109	0	45	Live!
	Woodwind	JazzFlute	9	65	75	S.Art2!
		ClassicalFlute	9	64	75	S.Art2!
		OrchFlute	9	32	74	S.Art!
		Piccolo	109	112	73	Regular
		AltoFlutes	109	1	74	Regular
		OrchOboe	9	32	69	S.Art!
		Clarinet	9	65	93	S.Art2!
		OrchClarinet	109	0	72	Live!
		GermanClarinet	109	2	72	Regular
		OrchBassoon	109	0	71	Sweet!
		EnsSopranoSax	9	64	85	S.Art2!
		EnsSopranoGR	9	80	85	S.Art2!
		EnsTenorSax	9	66	81	S.Art2!
		EnsTenorSaxSK	9	84	81	S.Art2!
		EnsTenorSaxGR	9	82	81	S.Art2!
		BalladSoprano	9	65	85	S.Art2!
		AltoSax	9	32	67	S.Art!
		JazzSax	9	65	81	S.Art2!
		Saxophone	9	32	83	S.Art!
		BaritoneSax	109	0	68	Regular
		SaxSection	109	116	67	Live!
	Choir	ForteChoirOoh	9	37	52	S.Art!
		SoftChoirOoh	9	35	52	S.Art!
		ChoirOoh	9	32	52	S.Art!
		ForteChoirAah	9	38	52	S.Art!
		SoftChoirAah	9	36	52	S.Art!
		ChoirAah	9	33	52	S.Art!
		Haa	9	32	40	S.Art!
		Wah	9	38	40	S.Art!
		Baa	9	41	40	S.Art!
		Daa	9	45	40	S.Art!
		Ooh	9	32	41	S.Art!
		Doo	9	38	41	S.Art!
		Yoo	9	42	41	S.Art!
		OohBoys	9	34	41	S.Art!
		OohGirls	9	36	41	S.Art!
		HaaBoys	9	34	40	S.Art!
		HaaGirls	9	35	40	S.Art!
		DooBoys	9	40	41	S.Art!
		DooGirls	9	41	41	S.Art!
	Others	Harmonica	9	64	105	S.Art2!
		MasterAccord	109	118	22	Regular
		Steirisch	109	117	22	Regular
		LieblichGedackt	109	6	20	Regular
		GrandJeu	109	1	20	Live!
		SemiAcoustic	9	33	7	S.Art!
		Xylophone	109	0	14	Regular
		Glockenspiel	109	0	10	Regular
		OrchestralHarp	109	1	47	Regular
		Timpani	109	112	48	Regular
		NoAssign	109	0	128	Regular
Legacy	Piano	ConcertGrand	0	115	1	Live!
		PopGrand	104	5	1	Live!
		RockPiano	104	4	1	Live!
		AmbientPiano	104	3	1	Live!
		CocktailPiano	104	0	4	Live!
		MIDIGrand	104	0	3	Live!
		MIDIGrandPad	104	1	3	Live!
		MIDIGrandSyn	104	1	1	Live!
		MIDIGrand	0	112	3	Regular
		PianoOrchestra	104	2	1	Live!
		OctavePiano1	0	113	4	Live!
		OctavePiano2	0	114	4	Live!
		Harpsichord	0	112	7	Live!
	E.Piano	GalaxyEP	0	114	5	Cool!
		Pianosphere	104	19	89	Regular
		VenusEP	0	114	6	Regular
		SuperDX	0	117	6	Regular
		DX Modern	0	112	6	Regular
		PolarisEP	0	115	5	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	E.Piano	VintageEP	0	116	5	Regular
		BalladStack	0	114	3	Regular
		SuitcaseEP	0	118	5	Cool!
		ElectricPiano	0	119	5	Cool!
		TremoloEP	0	113	5	Cool!
		StageEP	0	117	5	Regular
		SmoothTine	0	119	6	Regular
		JazzChorus	0	118	6	Regular
		HyperTines	0	113	6	Regular
		NewTines	0	116	6	Regular
		PhaseEP	0	120	5	Regular
		ModernEP	0	115	6	Regular
		FunkEP	0	112	5	Regular
		ChorusBell	0	120	6	Regular
		Clavi	0	112	8	Regular
		WahClavi	0	113	8	Regular
		PhaseClavi	0	115	8	Regular
		StereoClavi	0	114	8	Regular
		Magnetics	104	0	5	Regular
	Organ	FullTheatre	0	127	19	Regular
		SweetTheatre	0	126	19	Regular
		BallroomOrgan	0	115	4	Regular
		Tibia 16&4	104	8	17	Regular
		Tibia 8&4	104	9	17	Regular
		Vox&Tibia	104	10	17	Regular
		Tibia Full	104	5	18	Regular
		Tibia 8	104	6	18	Regular
		Vox 8	104	7	18	Regular
		EuroOrgan	0	118	17	Regular
		Kinura 8	0	123	17	Regular
		Tpt&Kinura	0	125	18	Regular
		Trumpet 16&8	0	124	18	Regular
		ReedOrgan	0	112	21	Regular
		Tibia 8&4 Acmp	0	122	17	Regular
		Tibia 16&4 Acmp	0	114	17	Regular
		Tibia Full Acmp	0	114	18	Regular
		Tibia 8 Acmp	0	122	18	Regular
		Vox 8 Acmp	0	123	18	Regular
		Vox&Tibia Acmp	0	125	17	Regular
		RotarySwitch	0	110	18	Cool!
		FullRocker2	104	3	19	Cool!
		DanceOrgan	0	113	18	Regular
		ClickOrgan	0	112	18	Regular
		GospelOrgan	0	119	17	Regular
		PurpleOrgan	0	114	19	Regular
		RockOrgan1	0	112	19	Regular
		RockOrgan2	0	119	19	Regular
		RockOrgan3	0	113	19	Regular
		JazzOrgan1	0	112	17	Regular
		JazzOrgan2	0	113	17	Regular
		JazzOrgan3	0	120	17	Regular
		DrawbarOrgan1	0	120	18	Regular
		DrawbarOrgan2	0	115	17	Regular
		BrightDraw	0	116	17	Regular
		PercOrgan	0	119	18	Regular
		ElectricOrgan	0	118	18	Regular
		PipeOrgan	0	112	20	Regular
		60sOrgan	0	116	18	Regular
	Strings	Violin	0	113	41	Sweet!
		SoloViolin	0	112	41	Regular
		Fiddle	0	112	111	Regular
		Viola	0	112	42	Regular
		Cello	0	112	43	Regular
		Contrabass	0	112	44	Regular
		RealStrings f	104	4	50	Live!
		RealStrings mf	104	5	50	Live!
		RealStrings p	104	6	50	Live!
		MovieStrings	0	123	49	Live!
		DynamicStrings	0	124	49	Live!
		Strings	0	117	50	Live!
		Allegro	0	122	50	Live!
		Orchestra	0	116	50	Live!
		BowStrings	0	116	49	Regular
		ChamberStrings	0	112	50	Regular
		SlowStrings	0	113	50	Regular
		StringQuartet	0	114	50	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	Strings	StringFalls	0	121	49	Live!
		Strings	0	112	49	Regular
		OrchStrings	0	113	49	Regular
		Symphonic	0	114	49	Regular
		ConcertoStrings	0	115	49	Regular
		Spiccato	0	120	49	Live!
		Pizzicato	0	112	46	Regular
		Marcato	0	115	50	Regular
		TremoloBowing	8	34	49	S.Art!
		TremoloBowing2	8	35	49	S.Art!
		TremoloStrings	0	112	45	Regular
		Orch&Flute	0	119	50	Regular
		Orch&Oboe	0	121	50	Regular
		Orch&Horns	0	118	50	Regular
		Tutti	0	120	50	Regular
		SymphonicUnison	104	0	50	Regular
		AnalogStrings	0	112	52	Regular
		Harp	0	112	47	Regular
		Hackbrett2	0	113	47	Regular
		Banjo2	0	112	106	Regular
		Sitar2	0	112	105	Regular
	Choir	GothicVox	0	113	54	Regular
		Voices	0	113	55	Regular
		Choir	0	112	53	Regular
		AirChoir	0	112	55	Regular
		HahChoir	0	114	53	Regular
		UuhChoir	0	115	53	Regular
		BoysChoirAah	104	8	53	Live!
		BoysChoirOoh	104	8	54	Live!
		Mmh	0	117	53	Live!
		GospelVoices	0	116	53	Live!
		Humming	0	118	53	Live!
		VoxHumana	0	112	54	Regular
		SweetHeaven	0	118	89	Regular
		DreamHeaven	0	121	89	Regular
		Sunbeam	0	123	89	Regular
		BellHeaven	0	119	89	Regular
		PanHeaven	0	120	89	Regular
		ProHeaven	0	122	89	Regular
		HahPad	0	116	95	Regular
	Brass	SoloTrumpet	0	112	57	Regular
		JazzTrumpet	0	116	57	Regular
		MutedTrumpet	0	112	60	Regular
		TrumpetShake2	8	36	65	S.Art!
		FlugelHorn	0	113	57	Regular
		SoloTrombone	0	112	58	Regular
		Trombone	0	116	58	Regular
		SoftTrombone	0	115	58	Regular
		MellowTrombone	0	114	58	Regular
		SmoothTrombone	0	118	58	Regular
		Tuba2	0	112	59	Regular
		SymphonyHorns	0	115	61	Live!
		SoftHorns	0	117	61	Live!
		MellowHorns	0	119	62	Regular
		MutedHorns	8	34	61	S.Art!
		FrenchHorns	0	112	61	Live!
		TbnSection	0	113	58	Regular
		SymphonyBrass	0	119	61	Live!
		BrassBand	0	123	57	Live!
		AccentFalls	8	38	57	S.Art!
		BrassDynamics	0	106	62	Live!
		PopBrass	0	117	63	Live!
		HyperBrass	0	118	63	Live!
		SmallBrass	0	120	61	Live!
		OctaveBrass	0	116	63	Live!
		BrassShake2	8	33	57	S.Art!
		SoftBrass	0	123	62	Regular
		Sforzando	0	125	62	Regular
		SmallBrass	0	117	62	Regular
		BrassSection	0	112	62	Regular
		NaturalBrass	0	124	62	Regular
		BrightBrass	0	120	62	Regular
		HighBrass	0	115	62	Regular
		BigBandBrass	0	113	62	Regular
		BrassCombo	0	115	67	Regular
		BreathBrass	0	116	61	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	Brass	BigBrass	0	121	62	Regular
		MellowBrass	0	116	62	Regular
		FullHorns	0	114	62	Regular
		TrumpetEns	0	122	62	Regular
		BrassHit	0	126	62	Regular
		PopBrass	0	118	62	Regular
		HybridComp	0	119	63	Regular
		Hybrihorn	0	113	61	Regular
		Hybripad	0	114	61	Regular
		SynthBrass	0	112	63	Regular
	Woodwind	Flute	0	114	74	Sweet!
		ClassicalFlute	0	115	74	Sweet!
		OrchFlute	104	0	74	Sweet!
		Flute	0	112	74	Regular
		Oboe	0	113	69	Sweet!
		OrchOboe	104	0	69	Sweet!
		Oboe	0	112	69	Regular
		EnglishHorn	0	112	70	Regular
		Clarinet	0	114	72	Sweet!
		Clarinet	0	112	72	Regular
		Bassoon	0	112	71	Regular
		SopranoSax	0	113	65	Sweet!
		SopranoSax	0	112	65	Regular
		AltoSax	0	112	66	Regular
		AltoSax1	0	114	66	Sweet!
		AltoSax2	104	0	66	Sweet!
		TenorSax	0	117	67	Sweet!
		TenorSax	0	112	67	Regular
		RockSax2	8	34	83	S.Art!
		GrowlSax	0	111	67	Sweet!
		GrowlSax	0	118	67	Regular
		BaritoneSax	0	112	68	Regular
		FluteEnsemble	0	116	74	Regular
		WoodwindsEns	0	113	67	Regular
		Moonlight	0	115	72	Regular
		SaxAppeal	0	123	67	Live!
		SaxStack	0	124	67	Regular
		SaxyMood	0	120	67	Regular
		PanFlute	0	113	74	Regular
		EthnicFlute	0	112	76	Regular
	A.Guitar	FlamencoGtr	8	33	1	S.Art!
		NylonMute	0	119	25	Live!
		HardFlamenco	0	118	25	Live!
		SteelGuitar	0	117	26	Live!
		SteelMute	0	120	26	Live!
		FolkGuitar	0	112	26	Regular
		CampfireGtr	0	115	26	Regular
		18String	0	119	26	Regular
	E.Guitar	HalfDrive	8	37	4	S.Art!
		Feedbacker	8	33	5	S.Art!
		VintageLead	0	125	28	Cool!
		PowerLead	0	115	31	Cool!
		CrunchGuitar	0	113	31	Regular
		HeavyStack	0	114	31	Regular
		PowerChord	0	117	31	Regular
		RockGuitar	0	116	30	Regular
		LeadGuitar	0	114	30	Regular
		DistortionGtr	0	112	31	Regular
		FeedbackGtr	0	113	30	Regular
		BluesGuitar	0	117	30	Cool!
		SmoothLead	0	119	27	Regular
		VodooLead	0	116	31	Regular
		OverdriveGtr	0	112	30	Regular
		SlideJazz	104	0	27	Cool!
		JazzSoloGtr	0	116	27	Cool!
		JazzGuitar	0	115	27	Cool!
		LoungeGuitar	104	1	27	Regular
		OctaveGuitar	0	113	27	Regular
		DXJazzGuitar	0	117	27	Regular
		CrunchGtr	8	33	6	S.Art!
		VintagePure	8	47	4	S.Art!
		VintageSlap	8	48	4	S.Art!
		70sSolidGtr	8	38	4	S.Art!
		WarmElectric	8	32	4	S.Art!
		CleanElectric	8	35	4	S.Art!
		VintageAmp	8	40	4	S.Art!

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	E.Guitar	Slapback	104	0	28	Cool!
		FunkGuitar	0	116	29	Cool!
		VintageMute	104	0	29	Cool!
		SlideSolid	0	110	28	Cool!
		SlideClean	0	117	29	Cool!
		SlideFinger	104	5	28	Cool!
		SlideWarm	104	6	28	Cool!
		SlidePick	104	7	28	Cool!
		SlidePickAmp	104	8	28	Cool!
		DynamicMute	0	118	29	Cool!
		ElectricGtr	0	114	29	Cool!
		TremoloSolid	0	111	28	Cool!
		ChorusSolid	0	107	28	Cool!
		BalladSolid	0	109	28	Cool!
		SlapSolid	0	108	28	Cool!
		CleanGuitar	0	112	28	Cool!
		VintageAmp	0	115	30	Regular
		CoolWahGuitar	104	4	28	Regular
		60sClean	0	117	28	Regular
		VintageOpen	0	123	28	Regular
		VintageStrum	0	126	28	Regular
		MutedGuitar	0	112	29	Regular
		FunkGuitar	0	113	29	Regular
		SolidChord	0	121	28	Regular
		SolidGuitar	0	118	28	Regular
		Electric12Str	0	119	28	Regular
		TremoloGuitar	0	113	28	Regular
		WahGuitar	0	122	28	Regular
		ChorusGuitar	0	124	28	Regular
		VintageTrem	0	120	28	Regular
		DeepChorus	0	114	28	Regular
		BrightClean	0	116	28	Regular
	Bass	AcousticBass	0	112	33	Regular
		LoBass	104	0	40	Regular
		DarkBass	104	1	40	Regular
		MoonBass	104	0	39	Regular
		KickBass	104	1	39	Regular
		ClubBass	104	2	39	Regular
		FatPulse	104	2	40	Regular
		WazzoSaw	104	3	81	Regular
		DeepPoint	104	3	39	Regular
		TightBass	104	3	40	Regular
		Competitor	104	4	39	Regular
		1o1Sub	104	5	39	Regular
		LittleBassSynth	104	6	39	Regular
		TeknoBass	104	7	39	Regular
		PercPunch	104	8	39	Regular
		SquareBass	104	4	40	Regular
		TranceBass	104	9	39	Regular
		ClickBass	0	115	39	Regular
		PunchyBass	0	117	39	Regular
		AnalogBass	0	112	40	Regular
		DX FunkBass	0	113	38	Regular
		DrySynthBass	0	116	40	Regular
		80sSynthBass	0	115	40	Regular
		HiQBass	0	113	39	Regular
	Percussion	Vibraphone	0	112	12	Regular
		Marimba	0	112	13	Regular
		Xylophone	0	112	14	Regular
		Glockenspiel	0	112	10	Regular
	DrumKit	StandardKit2	127	0	2	Live!Drums
		BrushKit	127	0	41	Live!Drums
		RockKit	127	0	17	Drums
		ArabicKit	126	0	36	SFX
		SFX Kit1	126	0	1	SFX
		SFX Kit2	126	0	2	SFX
	Accordion	Accordion	0	116	22	Regular
		SmallAccordion	0	115	22	Regular
		BallroomAcc	0	112	24	Regular
		SoftAccordion	0	114	22	Regular
		TuttiAccordion	0	113	22	Regular
		Musette	0	112	22	Regular
		ModernHarp	0	113	23	Regular
		BluesHarp	0	114	23	Regular
	Pad	BritePadClassic	104	3	91	Regular
		SuperDarkPad	0	119	90	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	Pad	AnalogSwell	0	119	96	Regular
		NeoWarmPad	0	115	90	Regular
		BrightOber	0	113	96	Regular
		DarkPad	0	118	96	Regular
		PsychoPad	0	118	102	Regular
		Sirius	0	114	102	Regular
		GlassPad	0	114	94	Regular
		DarkMoon	0	113	90	Regular
		Ionosphere	0	115	95	Regular
		Equinox	0	112	95	Regular
		Fantasia	0	112	89	Regular
		Area51	0	112	90	Regular
		Dunes	0	114	90	Regular
		Messenger	0	116	96	Regular
		Wave2001	0	112	96	Regular
		XenonPad	0	112	92	Regular
		Insomnia	0	113	95	Regular
		DX Pad	0	112	93	Regular
		S&H Groove	0	115	102	Regular
		EveningStars	0	117	102	Regular
		WaterGames	104	4	102	Regular
		MyGeneration	104	5	102	Regular
		WarpedWaves	104	2	95	Regular
		MetallicRain	104	8	102	Regular
		SixthSense	104	2	102	Regular
		Bellsphere	104	5	89	Regular
		DarkAngelPad	0	121	90	Regular
		TimeTravel	0	116	89	Regular
		Bubblespace	0	113	102	Regular
		FarEast	0	112	98	Regular
		Disclosure	0	116	90	Regular
		Mystery	0	113	98	Regular
		VeloAshrami	0	116	102	Regular
		AngelVibes	0	114	99	Regular
		Symbiont	0	113	89	Regular
		Millennium	0	117	89	Regular
		Atmosphere	0	112	100	Regular
		DigitalPad	0	115	94	Regular
		BigOctavePad	0	115	91	Regular
		Stargate	0	114	89	Regular
		MagicBell	8	32	121	S.Art!
	Synth	EasternAir	104	1	98	Regular
		SynthSticks	104	0	107	Regular
		SazFeeze	104	0	98	Regular
		BigTune	0	118	90	Regular
		HeavenBell	104	0	101	Regular
		StackBell	104	8	89	Regular
		NiceBell	104	9	89	Regular
		AnalogSeq	104	3	88	Regular
		PercSeqFS	104	6	88	Regular
		PercSeqFM1	104	7	88	Regular
		PercSeqFM2	104	8	88	Regular
		Xtune	104	1	88	Regular
		PercSeqHipa	104	9	88	Regular
		Attack	104	4	82	Regular
		PWMPercussion	104	6	82	Regular
		ProLead	0	113	84	Regular
		Stardust	0	112	99	Regular
		SunBell	0	113	99	Regular
		PanLead	0	122	81	Regular
		StringBells	0	124	89	Regular
		Padbells	0	126	89	Regular
		CrystalEyes	0	125	89	Regular
		MelodyMaker	0	117	90	Regular
		PopLead	0	120	81	Regular
		FunkyLead	0	121	82	Regular
		Paraglide	0	114	85	Regular
		Robolead	0	124	82	Regular
		UnderHeim	0	112	88	Regular
		OrbitSine	0	126	81	Regular
		Blaster	0	114	82	Regular
		Oxygen	0	122	82	Regular
		BrassyLead	104	5	63	Regular
		HopLead	0	117	81	Regular
		HipaLead	0	118	85	Regular
		BleepLead	104	0	85	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
Legacy	Synth	Adrenaline	0	113	85	Regular
		AeroLead	0	112	84	Regular
		MiniLead	0	114	81	Regular
		HiBias	0	116	81	Regular
		TrumpetSaw	0	125	82	Regular
		Fargo	0	119	82	Regular
		BigLead	0	113	82	Regular
		Warp	0	117	82	Regular
		Impact	0	113	88	Regular
		AttackSaw	0	126	82	Regular
		SquareLead	0	112	81	Regular
		SawLead	0	112	82	Regular
		BrightMini	0	125	81	Regular
		TinyLead	0	118	81	Regular
MegaVoices	Strings	ClassicalStrings	8	1	49	MegaVoice
		RealStrings	8	1	50	MegaVoice
		SmallStrings	8	0	49	MegaVoice
		LargeStrings	8	0	50	MegaVoice
	Choir	GospelChoir	8	0	55	MegaVoice
		MaleChoir	8	0	52	MegaVoice
		PopHaa	8	0	101	MegaVoice
		PopDaa	8	0	102	MegaVoice
		PopBaa	8	0	103	MegaVoice
		PopHoo	8	0	106	MegaVoice
		PopDoo	8	0	107	MegaVoice
		PopShoo	8	0	104	MegaVoice
		PopHee	8	0	111	MegaVoice
		PopBee	8	0	108	MegaVoice
		PopHaa Legato2	8	0	116	MegaVoice
		PopHoo Legato2	8	0	121	MegaVoice
		PopHee Legato2	8	0	126	MegaVoice
	Brass	Trumpet	8	0	65	MegaVoice
		PopHorns1	8	1	57	MegaVoice
		PopHorns2	8	2	57	MegaVoice
		Brass	8	0	57	MegaVoice
	Woodwind	TenorSax	8	0	83	MegaVoice
	A.Guitar	SteelAcoustic	8	1	2	MegaVoice
		SteelAcGtrSlap	8	2	2	MegaVoice
		SteelGtrTwin1	8	5	2	MegaVoice
		SteelGtrTwin2	8	6	2	MegaVoice
		12StringTwin1	8	7	2	MegaVoice
		12StringTwin2	8	8	2	MegaVoice
		SteelGuitar	8	0	2	MegaVoice
		12StringGtr	8	1	3	MegaVoice
		HiStringGt	8	0	3	MegaVoice
		FlamencoGuitar	8	3	1	MegaVoice
		SpanishMedium	8	4	1	MegaVoice
		SpanishHard	8	5	1	MegaVoice
		NylonGuitar	8	0	1	MegaVoice
	E.Guitar	FingerGuitar	8	4	4	MegaVoice
		FingerSlapGtr	8	5	4	MegaVoice
		VintagePick	8	6	4	MegaVoice
		VintageSlap	8	7	4	MegaVoice
		SlapAmpGt	8	8	4	MegaVoice
		SingleCoil	8	3	4	MegaVoice
		SolidGuitar1	8	1	4	MegaVoice
		SolidGuitar2	8	2	4	MegaVoice
		CleanGuitar	8	0	4	MegaVoice
		JazzGuitar	8	0	7	MegaVoice
		OverdriveGt	8	0	5	MegaVoice
		DistortionGt	8	0	6	MegaVoice
	Bass	VintageRound	8	1	18	MegaVoice
		VintageFlat	8	2	18	MegaVoice
		VintagePick	8	1	19	MegaVoice
		ElectricBass	8	0	18	MegaVoice
		PickBass	8	0	19	MegaVoice
		FretlessBass	8	0	20	MegaVoice
		AcousticBass	8	0	17	MegaVoice
GM&XG	Piano	GrandPiano	0	0	1	Regular
		GrndPianoKSP	0	1	1	Regular
		MellowGrPno	0	18	1	Regular
		PianoStrings	0	40	1	Regular
		Dream	0	41	1	Regular
		BrightPiano	0	0	2	Regular
		BritePnoKSP	0	1	2	Regular
		ElecGrandPno	0	0	3	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Piano	ElecGrPnoKSP	0	1	3	Regular
		DetunedCP80	0	32	3	Regular
		LayeredCP1	0	40	3	Regular
		LayeredCP2	0	41	3	Regular
		Honkytonk	0	0	4	Regular
		HonkytonkKSP	0	1	4	Regular
		El.Piano1	0	0	5	Regular
		El.Piano1KSP	0	1	5	Regular
		MellowEP1	0	18	5	Regular
		ChorusEP1	0	32	5	Regular
		HardEl.Piano	0	40	5	Regular
		VXfadeEl.P1	0	45	5	Regular
		60sEl.Piano1	0	64	5	Regular
		El.Piano2	0	0	6	Regular
		El.Piano2KSP	0	1	6	Regular
		ChorusEP2	0	32	6	Regular
		DXEPHard	0	33	6	Regular
		DXLegend	0	34	6	Regular
		DXPhaseEP	0	40	6	Regular
		DX+AnalogEP	0	41	6	Regular
		DXKotoEP	0	42	6	Regular
		VXfadeEl.P2	0	45	6	Regular
		Harpsichord	0	0	7	Regular
		Harpsi.KSP	0	1	7	Regular
		Harpsichord2	0	25	7	Regular
		Harpsichord3	0	35	7	Regular
		Clavi.	0	0	8	Regular
		Clavi.KSP	0	1	8	Regular
		Clavi.Wah	0	27	8	Regular
		PulseClavi.	0	64	8	Regular
		PierceClavi.	0	65	8	Regular
	ChromaticPerc	Celesta	0	0	9	Regular
		Glockenspiel	0	0	10	Regular
		MusicBox	0	0	11	Regular
		Orgel	0	64	11	Regular
		Vibraphone	0	0	12	Regular
		VibesKSP	0	1	12	Regular
		HardVibes	0	45	12	Regular
		Marimba	0	0	13	Regular
		MarimbaKSP	0	1	13	Regular
		SineMarimba	0	64	13	Regular
		Balimba	0	97	13	Regular
		LogDrums	0	98	13	Regular
		Xylophone	0	0	14	Regular
		TubularBells	0	0	15	Regular
		ChurchBells	0	96	15	Regular
		Carillon	0	97	15	Regular
		Dulcimer	0	0	16	Regular
		Dulcimer2	0	35	16	Regular
		Cimbalom	0	96	16	Regular
		Santur	0	97	16	Regular
	Organ	DrawbarOrgan	0	0	17	Regular
		DetDrawOrgan	0	32	17	Regular
		60sDrawOrg1	0	33	17	Regular
		60sDrawOrg2	0	34	17	Regular
		60sDrawOrg3	0	37	17	Regular
		70sDrawOrg1	0	35	17	Regular
		70sDrawOrg2	0	65	17	Regular
		DrawbarOrg2	0	36	17	Regular
		EvenBarOrg	0	38	17	Regular
		16+2'2_3Org	0	40	17	Regular
		OrganBass	0	64	17	Regular
		CheezyOrgan	0	66	17	Regular
		DrawbarOrg3	0	67	17	Regular
		Perc.Organ	0	0	18	Regular
		Perc.Organ2	0	37	18	Regular
		70sPercOrg1	0	24	18	Regular
		DetPercOrgan	0	32	18	Regular
		LightOrgan	0	33	18	Regular
		RockOrgan	0	0	19	Regular
		RotaryOrgan	0	64	19	Regular
		SlowRotary	0	65	19	Regular
		FastRotary	0	66	19	Regular
		ChurchOrgan	0	0	20	Regular
		ChurchOrgan2	0	35	20	Regular
		ChurchOrgan3	0	32	20	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Organ	NotreDame	0	40	20	Regular
		OrganFlute	0	64	20	Regular
		Trem.OrganFl	0	65	20	Regular
		ReedOrgan	0	0	21	Regular
		PuffOrgan	0	40	21	Regular
		Accordion	0	0	22	Regular
		AccordIt	0	32	22	Regular
		Harmonica	0	0	23	Regular
		Harmonica2	0	32	23	Regular
		TangoAccord	0	0	24	Regular
		TangoAccord2	0	64	24	Regular
	Guitar	NylonGuitar	0	0	25	Regular
		NylonGuitar2	0	16	25	Regular
		NylonGuitar3	0	25	25	Regular
		VelGtrHarmo	0	43	25	Regular
		Ukulele	0	96	25	Regular
		SteelGuitar	0	0	26	Regular
		SteelGuitar2	0	16	26	Regular
		12StrGuitar	0	35	26	Regular
		Nylon&Steel	0	40	26	Regular
		Steel&Body	0	41	26	Regular
		Mandolin	0	96	26	Regular
		JazzGuitar	0	0	27	Regular
		MellowGuitar	0	18	27	Regular
		JazzAmp	0	32	27	Regular
		CleanGuitar	0	0	28	Regular
		ChorusGuitar	0	32	28	Regular
		MutedGuitar	0	0	29	Regular
		FunkGuitar1	0	40	29	Regular
		MuteSteelGtr	0	41	29	Regular
		FunkGuitar2	0	43	29	Regular
		JazzMan	0	45	29	Regular
		Overdriven	0	0	30	Regular
		GuitarPinch	0	43	30	Regular
		Distortion	0	0	31	Regular
		FeedbackGtr	0	40	31	Regular
		FeedbackGtr2	0	41	31	Regular
		GtrHarmonics	0	0	32	Regular
		GtrFeedback	0	65	32	Regular
		GtrHarmonic2	0	66	32	Regular
	Bass	AcousticBass	0	0	33	Regular
		JazzRhythm	0	40	33	Regular
		VXUprghtBass	0	45	33	Regular
		FingerBass	0	0	34	Regular
		FingerDark	0	18	34	Regular
		FlangeBass	0	27	34	Regular
		Bass&DistEG	0	40	34	Regular
		FingerSlap	0	43	34	Regular
		FingerBass2	0	45	34	Regular
		Mod.Bass	0	65	34	Regular
		PickBass	0	0	35	Regular
		MutePickBass	0	28	35	Regular
		FretlessBass	0	0	36	Regular
		Fretless2	0	32	36	Regular
		Fretless3	0	33	36	Regular
		Fretless4	0	34	36	Regular
		Syn.Fretless	0	96	36	Regular
		SmthFretless	0	97	36	Regular
		SlapBass1	0	0	37	Regular
		ResonantSlap	0	27	37	Regular
		PunchThumb	0	32	37	Regular
		SlapBass2	0	0	38	Regular
		Velo.Sw.Slap	0	43	38	Regular
		SynthBass1	0	0	39	Regular
		SynBass1Dark	0	18	39	Regular
		FastResoBass	0	20	39	Regular
		AcidBass	0	24	39	Regular
		ClaviBass	0	35	39	Regular
		TechnoBass	0	40	39	Regular
		Orbiter	0	64	39	Regular
		SquareBass	0	65	39	Regular
		RubberBass	0	66	39	Regular
		Hammer	0	96	39	Regular
		SynthBass2	0	0	40	Regular
		MellowSyBass	0	6	40	Regular
		SequenceBass	0	12	40	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Bass	ClickSynBass	0	18	40	Regular
		SynBass2Dark	0	19	40	Regular
		SmoothSyBass	0	32	40	Regular
		ModulrSyBass	0	40	40	Regular
		DXBass	0	41	40	Regular
		XWireBass	0	64	40	Regular
	Strings	Violin	0	0	41	Regular
		SlwAtkViolin	0	8	41	Regular
		Viola	0	0	42	Regular
		Cello	0	0	43	Regular
		Contrabass	0	0	44	Regular
		Trem.Strings	0	0	45	Regular
		SlwAtTremStr	0	8	45	Regular
		SuspenseStr	0	40	45	Regular
		PizzicatoStr	0	0	46	Regular
		Orch.Harp	0	0	47	Regular
		YangChin	0	40	47	Regular
		Timpani	0	0	48	Regular
	Ensemble	Strings1	0	0	49	Regular
		StereoStrngs	0	3	49	Regular
		SlwAtkStrngs	0	8	49	Regular
		ArcoStrings	0	24	49	Regular
		60'sStrings	0	35	49	Regular
		Orchestra	0	40	49	Regular
		Orchestra2	0	41	49	Regular
		TremOrchstra	0	42	49	Regular
		Velo.Strings	0	45	49	Regular
		Strings2	0	0	50	Regular
		S.SlowStrngs	0	3	50	Regular
		LegatoStrngs	0	8	50	Regular
		WarmStrings	0	40	50	Regular
		Kingdom	0	41	50	Regular
		70'sStrings	0	64	50	Regular
		Strings3	0	65	50	Regular
		SynStrings1	0	0	51	Regular
		ResoStrings	0	27	51	Regular
		SynStrings4	0	64	51	Regular
		SynStrings5	0	65	51	Regular
		SynStrings2	0	0	52	Regular
		ChoirAahs	0	0	53	Regular
		StereoChoir	0	3	53	Regular
		ChoirAahs2	0	16	53	Regular
		MellowChoir	0	32	53	Regular
		ChoirStrings	0	40	53	Regular
		VoiceOohs	0	0	54	Regular
		SynthVoice	0	0	55	Regular
		SynthVoice2	0	40	55	Regular
		Choral	0	41	55	Regular
		AnalogVoice	0	64	55	Regular
		OrchestraHit	0	0	56	Regular
		OrchestrHit2	0	35	56	Regular
		Impact	0	64	56	Regular
	Brass	Trumpet	0	0	57	Regular
		Trumpet2	0	16	57	Regular
		BriteTrumpet	0	17	57	Regular
		WarmTrumpet	0	32	57	Regular
		Trombone	0	0	58	Regular
		Trombone2	0	18	58	Regular
		Tuba	0	0	59	Regular
		Tuba2	0	16	59	Regular
		MutedTrumpet	0	0	60	Regular
		FrenchHorn	0	0	61	Regular
		Fr.HornSolo	0	6	61	Regular
		FrenchHorn2	0	32	61	Regular
		HornOrchestr	0	37	61	Regular
		BrassSection	0	0	62	Regular
		Tp&TbSection	0	35	62	Regular
		BrassSect2	0	40	62	Regular
		HighBrass	0	41	62	Regular
		MellowBrass	0	42	62	Regular
		SynthBrass1	0	0	63	Regular
		QuackBrass	0	12	63	Regular
		ResoSynBrass	0	20	63	Regular
		PolyBrass	0	24	63	Regular
		SynthBrass3	0	27	63	Regular
		JumpBrass	0	32	63	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Brass	AnaVelBrass1	0	45	63	Regular
		AnalogBrass1	0	64	63	Regular
		SynthBrass2	0	0	64	Regular
		SoftBrass	0	18	64	Regular
		SynthBrass4	0	40	64	Regular
		ChoirBrass	0	41	64	Regular
		AnaVelBrass2	0	45	64	Regular
		AnalogBrass2	0	64	64	Regular
	Reed	SopranoSax	0	0	65	Regular
		AltoSax	0	0	66	Regular
		SaxSection	0	40	66	Regular
		HyperAltoSax	0	43	66	Regular
		TenorSax	0	0	67	Regular
		BreathyTenor	0	40	67	Regular
		SoftTenorSax	0	41	67	Regular
		TenorSax2	0	64	67	Regular
		BaritoneSax	0	0	68	Regular
		Oboe	0	0	69	Regular
		EnglishHorn	0	0	70	Regular
		Bassoon	0	0	71	Regular
		Clarinet	0	0	72	Regular
	Pipe	Piccolo	0	0	73	Regular
		Flute	0	0	74	Regular
		Recorder	0	0	75	Regular
		PanFlute	0	0	76	Regular
		BlownBottle	0	0	77	Regular
		Shakuhachi	0	0	78	Regular
		Whistle	0	0	79	Regular
		Ocarina	0	0	80	Regular
	Synth.Lead	SquareLead	0	0	81	Regular
		SquareLead2	0	6	81	Regular
		LMSquare	0	8	81	Regular
		Hollow	0	18	81	Regular
		Shroud	0	19	81	Regular
		Mellow	0	64	81	Regular
		SoloSine	0	65	81	Regular
		SineLead	0	66	81	Regular
		SawtoothLead	0	0	82	Regular
		SawtoothLd2	0	6	82	Regular
		ThickSaw	0	8	82	Regular
		DynamicSaw	0	18	82	Regular
		DigitalSaw	0	19	82	Regular
		BigLead	0	20	82	Regular
		HeavySynth	0	24	82	Regular
		WaspySynth	0	25	82	Regular
		PulseSaw	0	40	82	Regular
		Dr.Lead	0	41	82	Regular
		VelocityLead	0	45	82	Regular
		Seq.Analog	0	96	82	Regular
		CalliopeLead	0	0	83	Regular
		PureLead	0	65	83	Regular
		ChiffLead	0	0	84	Regular
		Rubby	0	64	84	Regular
		CharangLead	0	0	85	Regular
		DistortedLd	0	64	85	Regular
		WireLead	0	65	85	Regular
		VoiceLead	0	0	86	Regular
		SynthAahs	0	24	86	Regular
		VoxLead	0	64	86	Regular
		FifthsLead	0	0	87	Regular
		BigFive	0	35	87	Regular
		Bass&Lead	0	0	88	Regular
		Big&Low	0	16	88	Regular
		Fat&Perky	0	64	88	Regular
		SoftWhirl	0	65	88	Regular
	Synth.Pad	NewAgePad	0	0	89	Regular
		Fantasy	0	64	89	Regular
		WarmPad	0	0	90	Regular
		ThickPad	0	16	90	Regular
		SoftPad	0	17	90	Regular
		SinePad	0	18	90	Regular
		HornPad	0	64	90	Regular
		RotaryStrngs	0	65	90	Regular
		PolySynthPad	0	0	91	Regular
		PolyPad80	0	64	91	Regular
		ClickPad	0	65	91	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Synth.Pad	AnalogPad	0	66	91	Regular
		SquarePad	0	67	91	Regular
		ChoirPad	0	0	92	Regular
		Heaven	0	64	92	Regular
		Itopia	0	66	92	Regular
		CCPad	0	67	92	Regular
		BowedPad	0	0	93	Regular
		Glacier	0	64	93	Regular
		GlassPad	0	65	93	Regular
		MetallicPad	0	0	94	Regular
		TinePad	0	64	94	Regular
		PanPad	0	65	94	Regular
		HaloPad	0	0	95	Regular
		SweepPad	0	0	96	Regular
		Shwimmer	0	20	96	Regular
		Converge	0	27	96	Regular
		PolarPad	0	64	96	Regular
		Celestial	0	66	96	Regular
	Synth.Effect	Rain	0	0	97	Regular
		ClaviPad	0	45	97	Regular
		HarmoRain	0	64	97	Regular
		AfricanWind	0	65	97	Regular
		Carib	0	66	97	Regular
		SoundTrack	0	0	98	Regular
		Prologue	0	27	98	Regular
		Ancestral	0	64	98	Regular
		Crystal	0	0	99	Regular
		SynthDr.Comp	0	12	99	Regular
		Popcorn	0	14	99	Regular
		TinyBells	0	18	99	Regular
		RoundGlocken	0	35	99	Regular
		GlockenChime	0	40	99	Regular
		ClearBells	0	41	99	Regular
		ChorusBells	0	42	99	Regular
		SynthMallet	0	64	99	Regular
		SoftCrystal	0	65	99	Regular
		LoudGlocken	0	66	99	Regular
		ChristmasBel	0	67	99	Regular
		VibeBells	0	68	99	Regular
		DigitalBells	0	69	99	Regular
		AirBells	0	70	99	Regular
		BellHarp	0	71	99	Regular
		Gamelimba	0	72	99	Regular
		Atmosphere	0	0	100	Regular
		WarmAtmos.	0	18	100	Regular
		HollwRelease	0	19	100	Regular
		NylonElPiano	0	40	100	Regular
		NylonHarp	0	64	100	Regular
		HarpVox	0	65	100	Regular
		Atmos.Pad	0	66	100	Regular
		Planet	0	67	100	Regular
		Brightness	0	0	101	Regular
		FantasyBells	0	64	101	Regular
		Smokey	0	96	101	Regular
		Goblins	0	0	102	Regular
		GoblinsSynth	0	64	102	Regular
		Creeper	0	65	102	Regular
		RingPad	0	66	102	Regular
		Ritual	0	67	102	Regular
		ToHeaven	0	68	102	Regular
		Night	0	70	102	Regular
		Glisten	0	71	102	Regular
		BellChoir	0	96	102	Regular
		Echoes	0	0	103	Regular
		Echoes2	0	8	103	Regular
		EchoPan	0	14	103	Regular
		EchoBells	0	64	103	Regular
		BigPan	0	65	103	Regular
		SynthPiano	0	66	103	Regular
		Creation	0	67	103	Regular
		StarDust	0	68	103	Regular
		Reso&Panning	0	69	103	Regular
		Sci-Fi	0	0	104	Regular
		Starz	0	64	104	Regular
	Ethnic	Sitar	0	0	105	Regular
		DetunedSitar	0	32	105	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	Ethnic	Sitar2	0	35	105	Regular
		Tambra	0	96	105	Regular
		Tamboura	0	97	105	Regular
		Banjo	0	0	106	Regular
		MutedBanjo	0	28	106	Regular
		Rabab	0	96	106	Regular
		Gopichant	0	97	106	Regular
		Oud	0	98	106	Regular
		Shamisen	0	0	107	Regular
		Koto	0	0	108	Regular
		Taisho-kin	0	96	108	Regular
		Kanoon	0	97	108	Regular
		Kalimba	0	0	109	Regular
		Bagpipe	0	0	110	Regular
		Fiddle	0	0	111	Regular
		Shanai	0	0	112	Regular
		Shanai2	0	64	112	Regular
		Pungi	0	96	112	Regular
		Hichiriki	0	97	112	Regular
	Percussive	TinkleBell	0	0	113	Regular
		Bonang	0	96	113	Regular
		Altair	0	97	113	Regular
		GamelanGongs	0	98	113	Regular
		StereoGamlan	0	99	113	Regular
		RamaCymbal	0	100	113	Regular
		AsianBells	0	101	113	Regular
		Agogo	0	0	114	Regular
		SteelDrums	0	0	115	Regular
		GlassPerc.	0	97	115	Regular
		ThaiBells	0	98	115	Regular
		Woodblock	0	0	116	Regular
		Castanets	0	96	116	Regular
		TaikoDrum	0	0	117	Regular
		GranCassa	0	96	117	Regular
		MelodicTom	0	0	118	Regular
		MelodicTom2	0	64	118	Regular
		RealTom	0	65	118	Regular
		RockTom	0	66	118	Regular
		SynthDrum	0	0	119	Regular
		AnalogTom	0	64	119	Regular
		ElectroPerc.	0	65	119	Regular
		Rev.Cymbal	0	0	120	Regular
	SoundEffect	GtrFretNoise	0	0	121	Regular
		BreathNoise	0	0	122	Regular
		Seashore	0	0	123	Regular
		BirdTweet	0	0	124	Regular
		TelephonRing	0	0	125	Regular
		Helicopter	0	0	126	Regular
		Applause	0	0	127	Regular
		Gunshot	0	0	128	Regular
		CuttingNoise	64	0	1	Regular
		CuttingNoiz2	64	0	2	Regular
		StringSlap	64	0	4	Regular
		Fl.KeyClick	64	0	17	Regular
		Shower	64	0	33	Regular
		Thunder	64	0	34	Regular
		Wind	64	0	35	Regular
		Stream	64	0	36	Regular
		Bubble	64	0	37	Regular
		Feed	64	0	38	Regular
		Dog	64	0	49	Regular
		Horse	64	0	50	Regular
		BirdTweet2	64	0	51	Regular
		Ghost	64	0	55	Regular
		Maou	64	0	56	Regular
		PhoneCall	64	0	65	Regular
		DoorSqueak	64	0	66	Regular
		DoorSlam	64	0	67	Regular
		ScratchCut	64	0	68	Regular
		ScratchSplit	64	0	69	Regular
		WindChime	64	0	70	Regular
		TelphonRing2	64	0	71	Regular
		CarEngineIgn	64	0	81	Regular
		CarTiresSqel	64	0	82	Regular
		CarPassing	64	0	83	Regular
		CarCrash	64	0	84	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM&XG	SoundEffect	Siren	64	0	85	Regular
		Train	64	0	86	Regular
		JetPlane	64	0	87	Regular
		Starship	64	0	88	Regular
		Burst	64	0	89	Regular
		RollrCoaster	64	0	90	Regular
		Submarine	64	0	91	Regular
		Laugh	64	0	97	Regular
		Scream	64	0	98	Regular
		Punch	64	0	99	Regular
		Heartbeat	64	0	100	Regular
		FootSteps	64	0	101	Regular
		MachineGun	64	0	113	Regular
		LaserGun	64	0	114	Regular
		Explosion	64	0	115	Regular
		Firework	64	0	116	Regular
GM2	Piano	GrandPiano	121	0	1	Regular
		GrandPianoW	121	1	1	Regular
		GrandPianoD	121	2	1	Regular
		BrightPiano	121	0	2	Regular
		BrightPianoW	121	1	2	Regular
		ElecGrandPno	121	0	3	Regular
		ElecGrandPW	121	1	3	Regular
		Honkytonk	121	0	4	Regular
		HonkytonkW	121	1	4	Regular
		El.Piano1	121	0	5	Regular
		DetunedEP1	121	1	5	Regular
		EP1VeloMix	121	2	5	Regular
		60'sEl.Piano	121	3	5	Regular
		El.Piano2	121	0	6	Regular
		DetunedEP2	121	1	6	Regular
		EP2VeloMix	121	2	6	Regular
		EPLegend	121	3	6	Regular
		EPPhase	121	4	6	Regular
		Harpsichord	121	0	7	Regular
		Harpsi.OctMx	121	1	7	Regular
		HarpsichordW	121	2	7	Regular
		Harpsi.KOff	121	3	7	Regular
		Clavi.	121	0	8	Regular
		PulseClavi.	121	1	8	Regular
	ChromaticPerc	Celesta	121	0	9	Regular
		Glockenspiel	121	0	10	Regular
		MusicBox	121	0	11	Regular
		Vibraphone	121	0	12	Regular
		VibraphoneW	121	1	12	Regular
		Marimba	121	0	13	Regular
		MarimbaW	121	1	13	Regular
		Xylophone	121	0	14	Regular
		TubularBells	121	0	15	Regular
		ChurchBells	121	1	15	Regular
		Carillon	121	2	15	Regular
		Dulcimer	121	0	16	Regular
	Organ	DrawbarOrgan	121	0	17	Regular
		DetDrawOrgan	121	1	17	Regular
		It60'sOrgan	121	2	17	Regular
		DrawbarOrg2	121	3	17	Regular
		Perc.Organ	121	0	18	Regular
		DetPercOrgan	121	1	18	Regular
		Perc.Organ2	121	2	18	Regular
		RockOrgan	121	0	19	Regular
		ChurchOrgan	121	0	20	Regular
		ChrchOrgOctM	121	1	20	Regular
		DetChurchOrg	121	2	20	Regular
		ReedOrgan	121	0	21	Regular
		PuffOrgan	121	1	21	Regular
		Accordion	121	0	22	Regular
		Accordion2	121	1	22	Regular
		Harmonica	121	0	23	Regular
		TangoAccord	121	0	24	Regular
	Guitar	NylonGuitar	121	0	25	Regular
		Ukulele	121	1	25	Regular
		NylonGtrKOff	121	2	25	Regular
		NylonGuitar2	121	3	25	Regular
		SteelGuitar	121	0	26	Regular
		12StrGuitar	121	1	26	Regular
		Mandolin	121	2	26	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Guitar	Steel&Body	121	3	26	Regular
		JazzGuitar	121	0	27	Regular
		PedlSteelGtr	121	1	27	Regular
		CleanGuitar	121	0	28	Regular
		DetCleanGtr	121	1	28	Regular
		MidToneGtr	121	2	28	Regular
		MutedGuitar	121	0	29	Regular
		FunkGuitar	121	1	29	Regular
		MutedV-SwGtr	121	2	29	Regular
		JazzMan	121	3	29	Regular
		Overdriven	121	0	30	Regular
		GuitarPinch	121	1	30	Regular
		Distortion	121	0	31	Regular
		FeedbackGtr	121	1	31	Regular
		DstRhythmGtr	121	2	31	Regular
		GtrHarmonics	121	0	32	Regular
		GtrFeedback	121	1	32	Regular
	Bass	AcousticBass	121	0	33	Regular
		FingerBass	121	0	34	Regular
		FingerSlap	121	1	34	Regular
		PickBass	121	0	35	Regular
		FretlessBass	121	0	36	Regular
		SlapBass1	121	0	37	Regular
		SlapBass2	121	0	38	Regular
		SynthBass1	121	0	39	Regular
		WarmSyBass	121	1	39	Regular
		ResoSynhBass	121	2	39	Regular
		ClaviBass	121	3	39	Regular
		Hammer	121	4	39	Regular
		SynthBass2	121	0	40	Regular
		AttackBass	121	1	40	Regular
		RubberBass	121	2	40	Regular
		AttackPulse	121	3	40	Regular
	Strings	Violin	121	0	41	Regular
		SlwAtkViolin	121	1	41	Regular
		Viola	121	0	42	Regular
		Cello	121	0	43	Regular
		Contrabass	121	0	44	Regular
		Trem.Strings	121	0	45	Regular
		PizzicatoStr	121	0	46	Regular
		Orch.Harp	121	0	47	Regular
		YangChin	121	1	47	Regular
		Timpani	121	0	48	Regular
	Ensemble	Strings1	121	0	49	Regular
		StringsBrass	121	1	49	Regular
		60'sStrings	121	2	49	Regular
		Strings2	121	0	50	Regular
		SynStrings1	121	0	51	Regular
		SynStrings2	121	0	52	Regular
		SynStrings3	121	1	51	Regular
		ChoirAahs	121	0	53	Regular
		ChoirAahs2	121	1	53	Regular
		VoiceOohs	121	0	54	Regular
		Humming	121	1	54	Regular
		SynthVoice	121	0	55	Regular
		AnalogVoice	121	1	55	Regular
		OrchestraHit	121	0	56	Regular
		BassHitPlus	121	1	56	Regular
		6thHit	121	2	56	Regular
		EuroHit	121	3	56	Regular
	Brass	Trumpet	121	0	57	Regular
		DarkTpSoft	121	1	57	Regular
		Trombone	121	0	58	Regular
		Trombone2	121	1	58	Regular
		BriteTrombon	121	2	58	Regular
		Tuba	121	0	59	Regular
		MutedTrumpet	121	0	60	Regular
		MuteTrumpet2	121	1	60	Regular
		FrenchHorn	121	0	61	Regular
		FrenchHorn2	121	1	61	Regular
		BrassSection	121	0	62	Regular
		BrassSect2	121	1	62	Regular
		SynthBrass1	121	0	63	Regular
		SynthBrass2	121	0	64	Regular
		SynthBrass3	121	1	63	Regular
		SynthBrass4	121	1	64	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Brass	AnaSynBrass1	121	2	63	Regular
		AnaSynBrass2	121	2	64	Regular
		JumpBrass	121	3	63	Regular
	Reed	SopranoSax	121	0	65	Regular
		AltoSax	121	0	66	Regular
		TenorSax	121	0	67	Regular
		BaritoneSax	121	0	68	Regular
		Oboe	121	0	69	Regular
		EnglishHorn	121	0	70	Regular
		Bassoon	121	0	71	Regular
		Clarinet	121	0	72	Regular
	Pipe	Piccolo	121	0	73	Regular
		Flute	121	0	74	Regular
		Recorder	121	0	75	Regular
		PanFlute	121	0	76	Regular
		BlownBottle	121	0	77	Regular
		Shakuhachi	121	0	78	Regular
		Whistle	121	0	79	Regular
		Ocarina	121	0	80	Regular
	Synth.Lead	SquareLead	121	0	81	Regular
		SquareLead2	121	1	81	Regular
		SineLead	121	2	81	Regular
		SawtoothLead	121	0	82	Regular
		SawtoothLd2	121	1	82	Regular
		SawPulseLead	121	2	82	Regular
		DoublSawLead	121	3	82	Regular
		Seq.Analog	121	4	82	Regular
		CalliopeLead	121	0	83	Regular
		ChiffLead	121	0	84	Regular
		CharangLead	121	0	85	Regular
		WireLead	121	1	85	Regular
		VoiceLead	121	0	86	Regular
		FifthsLead	121	0	87	Regular
		Bass&Lead	121	0	88	Regular
		SoftWhirl	121	1	88	Regular
	Synth.Pad	NewAgePad	121	0	89	Regular
		WarmPad	121	0	90	Regular
		SinePad	121	1	90	Regular
		PolySynthPad	121	0	91	Regular
		ChoirPad	121	0	92	Regular
		ItopiaPad	121	1	92	Regular
		BowedPad	121	0	93	Regular
		MetallicPad	121	0	94	Regular
		HaloPad	121	0	95	Regular
		SweepPad	121	0	96	Regular
	Synth.Effect	Rain	121	0	97	Regular
		SoundTrack	121	0	98	Regular
		Crystal	121	0	99	Regular
		SynthMallet	121	1	99	Regular
		Atmosphere	121	0	100	Regular
		Brightness	121	0	101	Regular
		Goblins	121	0	102	Regular
		Echoes	121	0	103	Regular
		EchoBell	121	1	103	Regular
		EchoPan	121	2	103	Regular
		Sci-Fi	121	0	104	Regular
	Ethnic	Sitar	121	0	105	Regular
		Sitar2	121	1	105	Regular
		Banjo	121	0	106	Regular
		Shamisen	121	0	107	Regular
		Koto	121	0	108	Regular
		TaishoKoto	121	1	108	Regular
		Kalimba	121	0	109	Regular
		Bagpipe	121	0	110	Regular
		Fiddle	121	0	111	Regular
		Shanai	121	0	112	Regular
	Percussive	TinkleBell	121	0	113	Regular
		Agogo	121	0	114	Regular
		SteelDrums	121	0	115	Regular
		Woodblock	121	0	116	Regular
		Castanets	121	1	116	Regular
		TaikoDrum	121	0	117	Regular
		ConcertBD	121	1	117	Regular
		MelodicTom	121	0	118	Regular
		MelodicTom2	121	1	118	Regular
		SynthDrum	121	0	119	Regular

Category	Sub Category	Voice Name	Voice Number			Voice Type
			MSB	LSB	Prg	
GM2	Percussive	RhythmBoxTom	121	1	119	Regular
		ElectricDrum	121	2	119	Regular
		Rev.Cymbal	121	0	120	Regular
	SoundEffect	GtrFretNoise	121	0	121	Regular
		GtrCutNoise	121	1	121	Regular
		StringSlap	121	2	121	Regular
		BreathNoise	121	0	122	Regular
		Fl.KeyClick	121	1	122	Regular
		Seashore	121	0	123	Regular
		Rain	121	1	123	Regular
		Thunder	121	2	123	Regular
		Wind	121	3	123	Regular
		Stream	121	4	123	Regular
		Bubble	121	5	123	Regular
		BirdTweet	121	0	124	Regular
		Dog	121	1	124	Regular
		HorseGallop	121	2	124	Regular
		BirdTweet2	121	3	124	Regular
		TelephonRing	121	0	125	Regular
		TelRing2	121	1	125	Regular
		DoorCreaking	121	2	125	Regular
		Door	121	3	125	Regular
		Scratch	121	4	125	Regular
		WindChime	121	5	125	Regular
		Helicopter	121	0	126	Regular
		CarEngine	121	1	126	Regular
		CarStop	121	2	126	Regular
		CarPass	121	3	126	Regular
		CarCrash	121	4	126	Regular
		Siren	121	5	126	Regular
		Train	121	6	126	Regular
		Jetplane	121	7	126	Regular
		Starship	121	8	126	Regular
		BurstNoise	121	9	126	Regular
		Applause	121	0	127	Regular
		Laughing	121	1	127	Regular
		Screaming	121	2	127	Regular
		Punch	121	3	127	Regular
		HeartBeat	121	4	127	Regular
		Footsteps	121	5	127	Regular
		Gunshot	121	0	128	Regular
		MachineGun	121	1	128	Regular
		Lasergun	121	2	128	Regular
		Explosion	121	3	128	Regular
	Drum	StandardSet	120	0	1	Drums
		RoomSet	120	0	9	Drums
		PowerSet	120	0	17	Drums
		ElectroSet	120	0	25	Drums
		AnalogSet	120	0	26	Drums
		JazzSet	120	0	33	Drums
		BrushSet	120	0	41	Drums
		OrchestraSet	120	0	49	Drums
		SFXSet	120	0	57	SFX

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)								above C6	above C8	
8	0	1	Mega NylonGuitar	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise	
8	0	2	Mega SteelGuitar	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open med	open hard	dead	mute	hammer	slide	harmonics	strum noise	fret noise	
8	0	3	Mega HiStringGtr	1 – 89					90 – 127			1 – 127	1 – 127	
				soft					hard			strum noise	fret noise	
8	1	3	Mega 12StringGtr	1 – 71				72 – 115			116 – 127	1 – 127	1 – 127	
			Element1 (Steel)	soft				med			hard			
			Element2 (HiString)	1 – 89					90 – 127			strum noise	fret noise	
				soft					hard					
8	0	4	Mega CleanGuitar	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	1	4	Mega SolidGuitar1	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open hard	slap	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	2	4	Mega SolidGuitar2	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	3	4	Mega SingleCoil	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	fret noise	
8	4	4	Mega FingerGtr	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 20	21 – 127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	5	4	Mega FingerSlapGtr	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 20	21 – 127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	6	4	Mega VintagePickGtr	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 20	21 – 127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	7	4	Mega VintageSlapGtr	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 20	21 – 127
				open soft	open med	open hard	dead	mute	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	8	4	Mega SlapAmpGtr	1 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 67	68 – 75	76 – 82	83 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 20	21 – 127
				open soft	open med	open hard	open slap amp	open slap line	dead mp	dead mf	mute mp	mute mf	hammer	slide	pick harmonics	strum noise	EFX	fret noise
8	0	5	Mega OverdriveGtr	1 – 55					56 – 120					121 – 127	1 – 127		
				open					mute					pick harmonics	EFX		
8	0	6	Mega DistortionGtr	1 – 55					56 – 120					121 – 127	1 – 127		
				open					mute					pick harmonics	EFX		
8	0	7	Mega JazzGuitar	1 – 20	21 – 40	41 – 60	61 – 75	76 – 90	91 – 105	106 – 120	121 – 127	1 – 127	1 – 127	
				open soft	open med	open hard	dead soft	dead hard	hammer	slide	pick harmonics	strum noise	fret noise	
8	0	17	Mega AcousticBass	1 – 60			61 – 80		81 – 120			121 – 127	1 – 127		
				open soft			open hard		dead			harmonics	EFX		

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)	above C6	above C8
8	0	18	**Mega ElectricBass**	1 – 60 / **open soft** | 61 – 80 / **open hard** | 81 – 120 / **dead** | 121 – 127 / **slap**	1 – 127 / **EFX**	
8	1	18	**Mega VintageRound**	1 – 60 / **open soft** | 61 – 80 / **open hard** | 81 – 120 / **dead** | 121 – 127 / **harmonics**	1 – 127 / **EFX**	
8	2	18	**Mega VintageFlat**	1 – 60 / **open soft** | 61 – 80 / **open hard** | 81 – 120 / **dead** | 121 – 127 / **harmonics**	1 – 127 / **EFX**	
8	0	19	**Mega PickBass**	1 – 40 / **open** | 41 – 80 / **mute** | 81 – 120 / **dead** | 121 – 127 / **harmonics**	1 – 127 / **EFX**	
8	1	19	**Mega VintagePick**	1 – 40 / **open** | 41 – 80 / **mute** | 81 – 120 / **dead** | 121 – 127 / **harmonics**	1 – 127 / **EFX**	
8	0	20	**Mega FretlessBass**	1 – 80 / **open** | 81 – 120 / **dead** | 121 – 127 / **harmonics**	1 – 127 / **EFX**	
8	0	49	**Mega SmallStrings**	1 – 20 / **p** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **legato** | 81 – 95 / **spicato f** | 96 – 110 / **spicato ff** | 111 – 120 / **tremolo** | 121 – 127 / **glissando down**		
8	1	49	**Mega ClassicalStrings**	1 – 20 / **p** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **legato** | 81 – 95 / **spicato f** | 96 – 110 / **spicato ff** | 111 – 120 / **tremolo** | 121 – 127 / **glissando down**		
8	0	50	**Mega LargeStrings**	1 – 20 / **p** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **legato** | 81 – 95 / **spicato f** | 96 – 110 / **spicato ff** | 111 – 120 / **tremolo** | 121 – 127 / **glissando down**		
8	1	50	**Mega RealStrings**	1 – 20 / **p** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **legato** | 81 – 95 / **spicato f** | 96 – 110 / **spicato ff** | 111 – 120 / **tremolo** | 121 – 127 / **glissando down**		
8	0	52	**Mega MaleVoiceChoir**	1 – 15 / **Ooh p** | 16 – 30 / **Ooh p legato** | 31 – 45 / **Ooh mf** | 46 – 60 / **Ooh mf legato** | 61 – 75 / **Aah p** | 76 – 90 / **Aah p legato** | 91 – 105 / **Aah mf** | 106 – 127 / **Aah mf legato**		
8	0	55	**Mega GospelChoir**	1 – 15 / **Hmm** | 16 – 30 / **Hmm legato** | 31 – 45 / **Wow** | 46 – 60 / **Wow legato** | 61 – 75 / **Hey** | 76 – 90 / **Hey legato** | 91 – 105 / **Aaa** | 106 – 127 / **Aaa legato**	1 – 127 / **Ad libs EFX**	
8	0	57	**Mega Brass**	1 – 20 / **p** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **attack** | 81 – 90 / **scoops** | 91 – 100 / **shake** | 101 – 110 / **falls fast mf** | 111 – 120 / **falls fast f** | 121 – 127 / **glissando up**		
8	0	65	**Mega Trumpet**	1 – 20 / **mf** | 21 – 40 / **f** | 41 – 60 / **ff** | 61 – 80 / **legato** | 81 – 100 / **straight** | 101 – 110 / **shake** | 111 – 120 / **falls** | 121 – 127 / **glissando up**	1 – 127 / **valve noise**	1 – 127 / **breath noise**
8	0	83	**Mega TenorSax**	1 – 20 / **mp** | 21 – 40 / **mf** | 41 – 60 / **f** | 61 – 80 / **legato** | 81 – 100 / **growl** | 101 – 127 / **falls**	1 – 127 / **valve noise (C6 – B6 key on noise C7 – B7 key off noise)**	1 – 127 / **breath noise**
8	0	101	**PopHaa**	1 – 10 / **Haa p** | 11 – 20 / **Aa p legato** | 21 – 30 / **Haa vib p** | 31 – 40 / **Aa vib p legato** | 41 – 50 / **Haa f** | 51 – 60 / **Aa f legato** | 61 – 70 / **Haa vib f** | 71 – 80 / **Aa vib f legato** | 81 – 90 / **Waa p** | 91 – 100 / **Waa vib p** | 101 – 110 / **Waa f** | 110 – 127 / **Waa vib f**	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127 / **breath noise**	

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)												above C6	above C8
8	0	102	**PopDaa**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Daa p	**Aa p legato**	**Daa vib p**	**Aa vib p legato**	**Daa f**	**Aa f legato**	**Daa vib f**	**Aa vib f legato**	**Waa p**	**Waa vib p**	**Waa f**	**Waa vib f**	**breath noise**	
8	0	103	**PopBaa**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Baa p	**Aa p legato**	**Baa vib p**	**Aa vib p legato**	**Baa f**	**Aa f legato**	**Baa vib f**	**Aa vib f legato**	**Yaa p**	**Yaa vib p**	**Yaa f**	**Yaa vib f**	**breath noise**	
8	0	106	**PopHoo**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Hoo p	**Oo p legato**	**Hoo vib p**	**Oo vib p legato**	**Hoo f**	**Oo f legato**	**Hoo vib f**	**Oo vib f legato**	**Yoo p**	**Yoo vib p**	**Yoo f**	**Yoo vib f**	**breath noise**	
8	0	107	**PopDoo**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Doo p	**Oo p legato**	**Doo vib p**	**Oo vib p legato**	**Doo f**	**Oo f legato**	**Doo vib f**	**Oo vib f legato**	**Yoo p**	**Yoo vib p**	**Yoo f**	**Yoo vib f**	**breath noise**	
8	0	104	**PopShoo**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Shoo p	**Oo p legato**	**Shoo vib p**	**Oo vib p legato**	**Shoo f**	**Oo f legato**	**Shoo vib f**	**Oo vib f legato**	**Yoo p**	**Yoo vib p**	**Yoo f**	**Yoo vib f**	**breath noise**	
8	0	111	**PopHee**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Hee vib p	**Ee vib p legato**	**Hee vib p**	**Ee vib p legato**	**Hee vib p**	**Ee vib p legato**	**Hee vib p**	**Ee vib p legato**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**vocal breath**	
8	0	108	**PopBee**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Bee vib p	**Ee vib p legato**	**Bee vib p**	**Ee vib p legato**	**Bee vib p**	**Ee vib p legato**	**Bee vib p**	**Ee vib p legato**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**breath noise**	
8	0	116	**PopHaa L2**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Haa p	**Aa p legato2**	**Haa vib p**	**Aa vib p legato2**	**Haa f**	**Aa f legato2**	**Haa vib f**	**Aa vib f legato2**	**Waa p**	**Waa p**	**Waa vib p**	**Waa vib f**	**breath noise**	
8	0	121	**PopHoo L2**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Hoo p	**Oo p legato2**	**Hoo vib p**	**Oo vib p legato2**	**Hoo f**	**Oo f legato2**	**Hoo vib f**	**Oo vib f legato2**	**Yoo p**	**Yoo p**	**Yoo vib p**	**Yoo vib f**	**breath noise**	
8	0	126	**PopHee L2**	1 – 10	11 – 20	21 – 30	31 – 40	41 – 50	51 – 60	61 – 70	71 – 80	81 – 90	91 – 100	101 – 110	110 – 127	C6 – D#6 : 1–60, 61–127 E6 – B6 : 1– 30, 31–60, 61–90, 91–127	
				Hee vib p	**Ee vib p legato2**	**Hee vib p**	**Ee vib p legato2**	**Hee vib p**	**Ee vib p legato2**	**Hee vib p**	**Ee vib p legato2**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**Wee vib p**	**breath noise**	

MSB	LSB	PC#(1)	Voice Name	Velocity Switch Points (under B5)	above C6	above C8
8	1	2	GibsonPick	1 – 20 | 21 – 40 | 41 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				pick p | pick mf | pick f | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
8	2	2	GibsonPick+Slap	1 – 20 | 21 – 40 | 41 – 50 | 51 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				pick p | pick mf | slap soft | slap hard | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
8	3	1	FlamencoGuitar	1 – 20 | 21 – 40 | 41 – 60 | 61 – 80 | 81 – 90 | 91 – 100 | 101 – 110 | 111 – 120 | 121 – 127	1 – 45 | 46 – 90 | 91–127	
				finger soft | finger soft/med | finger med | finger hard | mute | hammer | slide down | slide up | key off	noise | noise 2 | shout	
8	4	1	SpanishMedium	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				finger soft | finger soft/med | finger med | dead | mute | hammer | slide up | harmonics	strum noise	
8	5	1	SpanishHard	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				finger soft/med | finger med | finger hard | dead | mute | hammer | slide up | harmonics	strum noise	
8	5	2	GibsonL&MSteelR	1 – 20 | 21 – 40 | 41 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
			Element1 (Gibson)	pick p | pick mf | pick f | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
			Element2 (Steel)	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				soft | med | hard | dead | mute | hammer | slide | harmonics	SFX	
8	6	2	GibsonR&MSteelR	1 – 20 | 21 – 40 | 41 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
			Element1 (Gibson)	pick p | pick mf | pick f | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
			Element2 (Steel)	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				soft | med | hard | dead | mute | hammer | slide | harmonics	SFX	
8	7	2	L&MSteelR12Str	1 – 20 | 21 – 40 | 41 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
			Element1 (Gibson)	pick p | pick mf | pick f | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
			Element2 (Steel)	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				soft | med | hard | dead | mute | hammer | slide | harmonics	SFX	
8	8	2	R&MSteelR12Str	1 – 20 | 21 – 40 | 41 – 60 | 61 – 67 | 68 – 75 | 76 – 83 | 84 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
			Element1 (Gibson)	pick p | pick mf | pick f | dead p | dead f | mute soft | mute hard | hammer | slide | harmonics	pick noise	
			Element2 (Steel)	1 – 20 | 21 – 40 | 41 – 60 | 61 – 75 | 76 – 90 | 91 – 105 | 106 – 120 | 121 – 127	1 – 127	
				soft | med | hard | dead | mute | hammer | slide | harmonics	SFX	
8	1	57	PopBrass1	1 – 20 | 21 – 40 | 41 – 60 | 61 – 80 | 81 – 90 | 91 – 100 | 101 – 110 | 111 – 120 | 121 – 127	–	–
				p | mp | mf | attack | scoops | shake | falls mf | falls f | doit	–	–
8	2	57	PopBrass2	1 – 20 | 21 – 40 | 41 – 60 | 61 – 70 | 71 – 80 | 81 – 90 | 91 – 100 | 101 – 110 | 111 – 120 | 121 – 127	–	–
				p | mp | mf | sus ff | legato p | legato mp | legato mf | shake | falls | doit	–	–

MSB127

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			0			1			4			8		
Program Change (1-128)			1			2			5			9		
MIDI		Keyboard Note	StandardKit	Key Off (*1)	Alternate Group (*2)	(Legacy) StandardKit2	Key Off (*1)	Alternate Group (*2)	HitKit	Key Off (*1)	Alternate Group (*2)	RoomKit	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0	Surdo Mute		3									
14	D-1	D0	Surdo Open		3									
15	D#-1	D#0	Hi Q											
16	E-1	E0	Whip Slap											
17	F-1	F0	Scratch H		4									
18	F#-1	F#0	Scratch L		4									
19	G-1	G0	Finger Snap											
20	G#-1	G#0	Click Noise											
21	A-1	A0	Metronome Click											
22	A#-1	A#0	Metronome Bell											
23	B-1	B0	Seq Click L											
24	C0	C1	Seq Click H											
25	C#0	C#1	Brush Tap											
26	D0	D1	Brush Swirl	●										
27	D#0	D#1	Brush Slap											
28	E0	E1	Brush Tap Swirl	●										
29	F0	F1	Snare Roll	●										
30	F#0	F#1	Castanet											
31	G0	G1	Snare Soft			Snare Soft 2			Snare Electro					
32	G#0	G#1	Sticks											
33	A0	A1	Kick Soft						Kick Tight L					
34	A#0	A#1	Open Rim Shot			Open Rim Shot H Short			Snare Pitched					
35	B0	B1	Kick Tight						Kick Wet					
36	C1	C2	Kick			Kick Short			Kick Tight H					
37	C#1	C#2	Side Stick			Side Stick Light			Stick Ambient					
38	D1	D2	Snare			Snare Short			Snare Ambient			Snare Snappy		
39	D#1	D#2	Hand Clap											
40	E1	E2	Snare Tight			Snare Tight H			Snare Tight 2			Snare Tight Snappy		
41	F1	F2	Floor Tom L						Hybrid Tom 1			Tom Room 1		
42	F#1	F#2	Hi-Hat Closed		1				Hi-Hat Closed 2		1			
43	G1	G2	Floor Tom H						Hybrid Tom 2			Tom Room 2		
44	G#1	G#2	Hi-Hat Pedal		1				Hi-Hat Pedal 2		1			
45	A1	A2	Low Tom						Hybrid Tom 3			Tom Room 3		
46	A#1	A#2	Hi-Hat Open		1				Hi-Hat Open 2		1			
47	B1	B2	Mid Tom L						Hybrid Tom 4			Tom Room 4		
48	C2	C3	Mid Tom H						Hybrid Tom 5			Tom Room 5		
49	C#2	C#3	Crash Cymbal 1											
50	D2	D3	High Tom						Hybrid Tom 6			Tom Room 6		
51	D#2	D#3	Ride Cymbal 1											
52	E2	E3	Chinese Cymbal											
53	F2	F3	Ride Cymbal Cup											
54	F#2	F#3	Tambourine						Tambourine Light 1					
55	G2	G3	Splash Cymbal											
56	G#2	G#3	Cowbell											
57	A2	A3	Crash Cymbal 2											
58	A#2	A#3	Vibraslap											
59	B2	B3	Ride Cymbal 2											
60	C3	C4	Bongo H											
61	C#3	C#4	Bongo L											
62	D3	D4	Conga H Mute											
63	D#3	D#4	Conga H Open											
64	E3	E4	Conga L											
65	F3	F4	Timbale H											
66	F#3	F#4	Timbale L											
67	G3	G4	Agogo H											
68	G#3	G#4	Agogo L											
69	A3	A4	Cabasa											
70	A#3	A#4	Maracas											
71	B3	B4	Samba Whistle H	●										
72	C4	C5	Samba Whistle L	●										
73	C#4	C#5	Guiro Short											
74	D4	D5	Guiro Long	●										
75	D#4	D#5	Claves											
76	E4	E5	Wood Block H											
77	F4	F5	Wood Block L											
78	F#4	F#5	Cuica Mute											
79	G4	G5	Cuica Open											
80	G#4	G#5	Triangle Mute		2									
81	A4	A5	Triangle Open		2									
82	A#4	A#5	Shaker											
83	B4	B5	Jingle Bells											
84	C5	C6	Bell Tree											
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1　　No Sound

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			16			24			25			27		
Program Change (1-128)			17			25			26			28		
MIDI		Keyboard Note	(Legacy) RockKit	Key Off (*1)	Alternate Group (*2)	ElectroKit	Key Off (*1)	Alternate Group (*2)	AnalogKit	Key Off (*1)	Alternate Group (*2)	DanceKit	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0										Kick Dance 1		
14	D-1	D0										Kick Dance 2		
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0										Scratch Dance 1	●	
18	F#-1	F#0										Scratch Dance 2	●	
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0										Dance Perc 1		
22	A#-1	A#0										Reverse Dance 1		
23	B-1	B0										Dance Perc 2		
24	C0	C1										Hi Q Dance 1		
25	C#0	C#1										Snare Analog 3		
26	D0	D1										Vinyl Noise	●	
27	D#0	D#1										Snare Analog 4		
28	E0	E1				Reverse Cymbal	●		Reverse Cymbal	●		Reverse Cymbal	●	
29	F0	F1										Reverse Dance 2	●	
30	F#0	F#1				Hi Q 2			Hi Q 2			Hi Q 2		
31	G0	G1	Snare Noisy			Snare Snappy Electro			Snare Noisy 4			Snare Techno		
32	G#0	G#1										Snare Dance 1		
33	A0	A1				Kick 3			Kick 3			Kick Techno Q		
34	A#0	A#1										Rim Gate		
35	B0	B1	Kick 2			Kick Gate			Kick Analog Short			Kick Techno L		
36	C1	C2	Kick Gate			Kick Gate Heavy			Kick Analog			Kick Techno		
37	C#1	C#2							Side Stick Analog			Side Stick Analog		
38	D1	D2	Snare Rock			Snare Noisy 2			Snare Analog			Snare Clap		
39	D#1	D#2										Dance Clap		
40	E1	E2	Snare Rock Tight			Snare Noisy 3			Snare Analog 2			Snare Dry		
41	F1	F2	Tom Rock 1			Tom Electro 1			Tom Analog 1			Tom Analog 1		
42	F#1	F#2							Hi-Hat Closed Analog		1	Hi-Hat Closed 3		1
43	G1	G2	Tom Rock 2			Tom Electro 2			Tom Analog 2			Tom Analog 2		
44	G#1	G#2							Hi-Hat Closed Analog 2		1	Hi-Hat Closed Analog 3		1
45	A1	A2	Tom Rock 3			Tom Electro 3			Tom Analog 3			Tom Analog 3		
46	A#1	A#2							Hi-Hat Open Analog		1	Hi-Hat Open 3		1
47	B1	B2	Tom Rock 4			Tom Electro 4			Tom Analog 4			Tom Analog 4		
48	C2	C3	Tom Rock 5			Tom Electro 5			Tom Analog 5			Tom Analog 5		
49	C#2	C#3							Crash Analog			Crash Analog		
50	D2	D3	Tom Rock 6			Tom Electro 6			Tom Analog 6			Tom Analog 6		
51	D#2	D#3												
52	E2	E3												
53	F2	F3												
54	F#2	F#3										Tambourine Analog		
55	G2	G3												
56	G#2	G#3							Cowbell Analog			Cowbell Dance		
57	A2	A3												
58	A#2	A#3										Vibraslap Analog		
59	B2	B3										Ride Analog		
60	C3	C4										Bongo Analog H		
61	C#3	C#4										Bongo Analog L		
62	D3	D4							Conga Analog H			Conga Analog H		
63	D#3	D#4							Conga Analog M			Conga Analog M		
64	E3	E4							Conga Analog L			Conga Analog L		
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4												
69	A3	A4												
70	A#3	A#4							Maracas 2			Maracas 2		
71	B3	B4												
72	C4	C5												
73	C#4	C#5												
74	D4	D5												
75	D#4	D#5							Claves 2			Claves 2		
76	E4	E5										Dance Perc 3		
77	F4	F5										Dance Perc 4	●	
78	F#4	F#5				Scratch H 2			Scratch H 2			Dance Breath 1		
79	G4	G5				Scratch L 2			Scratch L 2			Dance Breath 2	●	
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6												
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1　　No Sound

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			32			40			41			48		
Program Change (1-128)			33			41			42			49		
MIDI		Keyboard Note	JazzKit	Key Off (*1)	Alternate Group (*2)	(Legary) BrushKit	Key Off (*1)	Alternate Group (*2)	RealBrushes	Key Off (*1)	Alternate Group (*2)	SymphonyKit	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0							Vintage Tip					
24	C0	C1							Vintage Swirl 1	●				
25	C#0	C#1							Vintage Slap 1					
26	D0	D1							Vintage Swirl 2	●				
27	D#0	D#1							Vintage Slap 2					
28	E0	E1							Vintage Tap Swirl	●				
29	F0	F1							Vintage Slap Swirl	●				
30	F#0	F#1							Vintage Swirl 3	●				
31	G0	G1	Snare Jazz H			Brush Slap 2			Vintage Slap 3					
32	G#0	G#1												
33	A0	A1							Kick Soft L			Kick Soft 2		
34	A#0	A#1				Open Rim Shot Light			Open Rim Shot Real Brushes					
35	B0	B1							Kick Soft H			Gran Cassa		
36	C1	C2	Kick Jazz			Kick Jazz			Kick Jazz Ambience			Gran Cassa Mute		
37	C#1	C#2	Side Stick Light			Side Stick Light			Stick Brushe					
38	D1	D2	Snare Jazz L			Brush Slap 3			Vintage Slap 4			Band Snare		
39	D#1	D#2							Clap Power					
40	E1	E2	Snare Jazz M			Brush Tap 2			Vintage Slap 5			Band Snare 2		
41	F1	F2				Tom Brush 1			Tom Real Brushes 1					
42	F#1	F#2							Hi-Hat Closed Real Brushes		1			
43	G1	G2				Tom Brush 2			Tom Real Brushes 2					
44	G#1	G#2							Hi-Hat Pedal Real Brushes		1			
45	A1	A2				Tom Brush 3			Tom Real Brushes 3					
46	A#1	A#2							Hi-Hat Open Real Brushes		1			
47	B1	B2				Tom Brush 4			Tom Real Brushes 4					
48	C2	C3				Tom Brush 5			Tom Real Brushes 5					
49	C#2	C#3							Crash Cymbal Real Brushes			Hand Cymbal		
50	D2	D3				Tom Brush 6			Tom Real Brushes 6					
51	D#2	D#3							Ride Cymbal Real Brushes			Hand Cymbal Short		
52	E2	E3							CHINE CYM Real Brushes					
53	F2	F3							Ride Cup Real Brushes					
54	F#2	F#3												
55	G2	G3							Splash Cymbal Real Brushes					
56	G#2	G#3												
57	A2	A3							Crash Cymbal Real Brushes			Hand Cymbal 2		
58	A#2	A#3												
59	B2	B3							Ride Cup Real Brushes			Hand Cymbal Short 2		
60	C3	C4												
61	C#3	C#4												
62	D3	D4												
63	D#3	D#4												
64	E3	E4												
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4												
69	A3	A4												
70	A#3	A#4												
71	B3	B4												
72	C4	C5												
73	C#4	C#5												
74	D4	D5												
75	D#4	D#5												
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6												
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

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*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1　　No Sound

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			56			57			58			59		
Program Change (1-128)			57			58			59			60		
MIDI		Keyboard Note	HipHopKit	Key Off (*1)	Alternate Group (*2)	BreakKit	Key Off (*1)	Alternate Group (*2)	AnalogT8Kit	Key Off (*1)	Alternate Group (*2)	AnalogT9Kit	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0	Hi-Hat Closed T8 2		4				Snare Hammer			Snare Drum&Bass 1		
20	G#-1	G#0	Tom T8 3			Snare Break 8			Kick ZapHard			Kick Break 2		
21	A-1	A0	Hi-Hat Open T8 2		4	Snare Break 9			Snare Garg L			Snare Distortion		
22	A#-1	A#0	Tom T8 6			Hi-Hat Closed Break 1	●		Kick TekPower			Kick TekPower		
23	B-1	B0	Crash T8			Hi-Hat Closed Break 2	●		Kick Slimy			Kick Distortion RM		
24	C0	C1	Triangle Mute		1	Kick Break Deep			Kick T8 1			Kick T9 2		
25	C#0	C#1	Triangle Open		1	Snare Hip			Snare Analog CR			Snare Analog CR		
26	D0	D1	Bell Tree			Snare Lo-Fi			Snare T8 4			Snare T9 5		
27	D#0	D#1	Tambourine Light 2			Snare Clappy			Snare Clap Analog			Clap Analog Sm		
28	E0	E1	Tambourine Light1			Snare LdwH Mono			Snare T8 3			Snare T9 Gate		
29	F0	F1	Kick HipHop 9			Snare Rock Roll	●		Tom T8 5			Snare Rock Roll	●	
30	F#0	F#1	Hi-Hat Closed Tek		3	Snare Gate 1			Snare T8 5			Snare T9 3		
31	G0	G1	Kick Gate			Snare Mid			Kick T8 3			Snare T9 4		
32	G#0	G#1	Hi-Hat Open Lo-Fi		3	Snare Break Rim			Snare T8 4			Snare T9 Gate		
33	A0	A1	Kick Gran Casa Open			Kick Break Heavy			Kick T8 2			Kick T9 4		
34	A#0	A#1	Hi-Hat Reverse Drum&Bass			Snare Hip Rim 4			Snare T8 3			Snare T9 5		
35	B0	B1	Kick HipHop 1			Kick Break 2			T8 Kick Bass			Kick T9 1		
36	C1	C2	Kick Analog CR			Kick Break 1			Kick T8 1			Kick T9 3		
37	C#1	C#2	Snare Analog Sm Rim			Snare Hip Rim 1			Snare T8 Rim			Snare T9 Rim		
38	D1	D2	Snare HipHop 1			Snare Break 3			Snare T8 2			Snare T9 1		
39	D#1	D#2	Snare Clappy			Snare Break 1			Clap T9			Clap T9		
40	E1	E2	Snare HipHop 2			Snare Break 2			Snare T8 1			Snare T9 2		
41	F1	F2				Tom Break 1			Tom T8 1			Tom T9 1		
42	F#1	F#2	Hi-Hat Closed Hip		2	Hi-Hat Closed Rock Soft		1	Hi-Hat Closed T8		1	Hi-Hat Closed T9		1
43	G1	G2	Low Tom			Tom Break 2			Tom T8 2			Tom T9 2		
44	G#1	G#2	Hi-Hat Pedal Hip		2	Hi-Hat Pedal Rock		1	Hi-Hat Pedal T8		1	Hi-Hat Pedal T9		1
45	A1	A2	Mid Tom L			Tom Break 3			Tom T8 3			Tom T9 3		
46	A#1	A#2	Hi-Hat Open Hip		2	Hi-Hat Half Open Rock		1	Hi-Hat Open T8		1	Hi-Hat Open T9		1
47	B1	B2	High Tom			Tom Break 4			Tom T8 4			Tom T9 4		
48	C2	C3	Ride Cymbal 3			Tom Break 5			Tom T8 6			Tom T9 5		
49	C#2	C#3	Crash Cymbal 3			Crash Cymbal 2			Crash T8			Crash T9		
50	D2	D3	Shaker 2			Tom Break 6			Tom T8 7			Tom T9 6		
51	D#2	D#3	Scratch Bass Drum Forward			Ride Cymbal 3			Ride T9			Ride T9		
52	E2	E3	Scratch Bass Drum Reverse			Chinese Cymbal 2			Chinese Cymbal 2			Chinese Cymbal 2		
53	F2	F3	Kick HipHop 2			Ride Cymbal Cup 2			Ride Cymbal Cup 2			Ride Cymbal Cup 2		
54	F#2	F#3	Snare HipHop Rim 2			Tambourine 1 Hit			Tambourine RX5			Tambourine RX5		
55	G2	G3	HipHop Clap 2			Crash Cymbal 3						Crash Cymbal 3		
56	G#2	G#3	HipHop Snap 1			Cowbell 1			Cowbell T8			Cowbell 1		
57	A2	A3	Snare HipHop 3						Crash Cymbal 4			Crash Cymbal 4		
58	A#2	A#3	Electric Clap 2			Cowbell RX11						Cowbell T8		
59	B2	B3	Kick Hip Deep						Ride Cymbal 3			Ride Cymbal 3		
60	C3	C4	Kick HipHop 3						Conga T8 5			Conga T8 5		
61	C#3	C#4	Snare HipHop Rim 3						Conga T8 4			Conga T8 4		
62	D3	D4	Snare HipHop 5			Conga H Tip			Conga T8 3			Conga Tip		
63	D#3	D#4	Electric Clap 1			Conga H Open Slap			Conga T8 2			Conga Open Slap		
64	E3	E4	Handbell H			Conga H Open			Conga T8 1			Conga Open		
65	F3	F4	Kick HipHop 4			Bongo 2 H								
66	F#3	F#4	HipHop Clap 3			Bongo 2 L								
67	G3	G4	HipHop Snap 2			Conga Open			Glass H			Analog Click		
68	G#3	G#4	Snare HipHop Rim 5						Glass L			Conga T8 1		
69	A3	A4	HipHop flex 1											
70	A#3	A#4	HipHop flex 2			Maracas Slur			Maracas T8			Maracas Slur		
71	B3	B4	Shaker 2			Timbale H			FxGun 2	●		FxGun 2	●	
72	C4	C5	Kick HipHop 5			Timbale L			FxGun 1	●		FxGun 1	●	
73	C#4	C#5	Snare HipHop Rim 4			Scratch H 2	●		Analog Shaker H	●		Scratch H 2	●	
74	D4	D5	Snare HipHop 6			Scratch Down	●		Analog Shaker L	●		Scratch Down	●	
75	D#4	D#5	Snare HipHop 11			Clave			Clave T8			Hi Q 3		
76	E4	E5	Kick HipHop 10						Hi Q 1			Hi Q 1		
77	F4	F5	Snare HipHop 7						Hi Q 2			Hi Q 2		
78	F#4	F#5	HipHop Clap 5			Scratch L			Scratch L			Scratch L		
79	G4	G5	Conga H Tip			Scratch L 2			Scratch L 2			Scratch L 2		
80	G#4	G#5	Conga H Heel											
81	A4	A5	Conga H Open											
82	A#4	A#5	Conga L Open 1			Kick Break 3			Analog Shaker			Analog Shaker		
83	B4	B5	Conga L Open 2			Kick Break 4			Sleigh Bell			Sleigh Bell		
84	C5	C6	Kick HipHop 8			Kick Break 5	●							
85	C#5	C#6	HipHop Clap 6			Kick Break 6			Snare Hip 1			Snare Piccolo		
86	D5	D6	Snare T8 1			Kick Break 7			Snare Hip 2			Snare T8 5		
87	D#5	D#6	Snare T8 1 H			Hi-Hat Closed Break 3			Snare Hip Gate			Snare Rock Roll Distortion		
88	E5	E6	HipHop Clap 7			Snare Break 4			Snare Break 1			Snare Brush Mute		
89	F5	F6	Tom T8 1			Snare Break 5			Kick Blip			Kick Blip Hard		
90	F#5	F#6	Hi-Hat Closed T8 2			Snare Break 6			Snare FX 1			Snare Jungle 1		
91	G5	G6	Tom T8 2			Snare Break 7			Kick FxHammer			Kick Sustain		

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			60			61			86			87		
Program Change (1-128)			61			62			87			88		
MIDI		Keyboard Note	HouseKit	Key Off (*1)	Alternate Group (*2)	DrumMachine	Key Off (*1)	Alternate Group (*2)	StudioKit	Key Off (*1)	Alternate Group (*2)	PowerKit1	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0	W Kick	●										
14	D-1	D0	Disco Fx	●										
15	D#-1	D#0	White Noise Down 1	●										
16	E-1	E0	Pink Noise Down 1	●										
17	F-1	F0	White Noise Down 2	●	4									
18	F#-1	F#0	Pink Noise Down 2	●	4									
19	G-1	G0	White Noise Up 2	●		Snare Drum&Bass 1								
20	G#-1	G#0	White Noise Up 1	●		Kick Break 2								
21	A-1	A0	Pink Noise Up	●		Snare Distortion								
22	A#-1	A#0	White Noise Up Release	●		Kick TekPower								
23	B-1	B0	Pink Noise Up Release	●		Kick Distortion RM								
24	C0	C1	Kick T9 4			Bass Drum Hard Long								
25	C#0	C#1	Snare T8 Rim			Bass Drum TekPower								
26	D0	D1	Snare T8 5			Bass Drum Distortion 5								
27	D#0	D#1	Hand Clap			Bass Drum Distortion 3								
28	E0	E1	Snare Garg L			Bass Drum Distortion 1	●							
29	F0	F1				Bass Drum Drum&Bass 1								
30	F#0	F#1	Snare T9 3			Bass Drum Blip								
31	G0	G1	Snare T8 1			Bass Drum Analog Sm			Snare Studio L			Snare Soft Power 1		
32	G#0	G#1	Snare T9 5			Kick T8 2								
33	A0	A1	Kick T9 1			Kick T8 3			Kick Amb H			Kick Amb+		
34	A#0	A#1	Snare T9 Gate			Kick T9 HD 3						Open Rim Power 1		
35	B0	B1	Kick T9 2			Kick T9 2			Kick Amb L			Kick Power Open		
36	C1	C2	Kick T9 5			Kick T9 4			Kick Studio			Kick Power Closed		
37	C#1	C#2	Snare T9 Rim			Snare T9 Rim						Side Stick Power		
38	D1	D2	Snare T9 1			Snare T9 1			Snare Studio M			Snare Power		
39	D#1	D#2	Clap T9			Clap T9						Hand Clap Power		
40	E1	E2	Snare T9 2			Snare T9 4			Snare Studio L			Snare Rough		
41	F1	F2	Tom T9 1			Tom T9 1						Tom Power 1		
42	F#1	F#2	Hi-Hat Closed T8		1	Hi-Hat Closed T9		1				Hi-Hat Closed Power		1
43	G1	G2	Tom T9 2			Tom T9 2						Tom Power 2		
44	G#1	G#2	Hi-Hat Pedal T9		1	Hi-Hat Pedal T9		1				Hi-Hat Pedal Power		1
45	A1	A2	Tom T9 3			Tom T9 3						Tom Power 3		
46	A#1	A#2	Hi-Hat Open T9		1	Hi-Hat Open T9		1				Hi-Hat Open Power		1
47	B1	B2	Tom T9 4			Tom T9 4						Tom Power 4		
48	C2	C3	Tom T9 5			Tom T9 5						Tom Power 5		
49	C#2	C#3	Crash T9			Crash T9						Crash Cymbal Acoustic 1		
50	D2	D3	Tom T9 6			Conga T8 1						Tom Power 6		
51	D#2	D#3	Ride T9			Ride T9						Ride Cymbal Acoustic 1		
52	E2	E3	Crash Cymbal 4			Conga T8 2						Chinese Cymbal Acoustic		
53	F2	F3	Ride Cymbal Cup 2			Analog Click						Ride Cymbal Acoustic		
54	F#2	F#3	Tambourine Hit			Clave T8 1								
55	G2	G3	Crash Cymbal 3			Maracas T8						Splash Cymbal Acoustic		
56	G#2	G#3	Cowbell 1			Tambourine Analog CR								
57	A2	A3				Analog Shaker						Crash Cymbal Acoustic 2		
58	A#2	A#3	Cowbell T8			Cowbell T8								
59	B2	B3	Ride Cymbal 3			Cowbell Analog CR						Ride Cymbal Acoustic 2		
60	C3	C4	Bongo H Open 1 finger			Snare T8 1								
61	C#3	C#4	Bongo L Open 3 finger			Snare T8 2								
62	D3	D4	Conga High Tip			Snare T8 3								
63	D#3	D#4	Conga High Slap Open			Snare Analog CR								
64	E3	E4	Conga High Open 2			Snare Jungle 1								
65	F3	F4				Snare D&B 1								
66	F#3	F#4				Snare Hip 1								
67	G3	G4				Snare R&B 1								
68	G#3	G#4				Snare R&B 2								
69	A3	A4	Cabasa 1			Snare Hip 1								
70	A#3	A#4	Maracas Slur			Snare Wood								
71	B3	B4	Vox Drum L			Snare Timbre								
72	C4	C5	Vox Drum H			Hi-Hat Closed T8 1		5						
73	C#4	C#5				Hi-Hat Open T8 1		5						
74	D4	D5				Hi-Hat Closed T8 2		6						
75	D#4	D#5				Hi-Hat Open T8 2		6						
76	E4	E5				Hi-Hat Pedal Acoustic		7						
77	F4	F5				Hi-Hat Closed Acoustic		7						
78	F#4	F#5	Cuica H			Hi-Hat Open Acoustic		7						
79	G4	G5	Cuica L			Hi-Hat Closed Lo-Fi		2						
80	G#4	G#5				Hi-Hat Open Lo-Fi		2						
81	A4	A5				Hi-Hat Closed Syn		8						
82	A#4	A#5	Analog Shaker			Hi-Hat Open Syn		8						
83	B4	B5	Sleigh Bell			Analog Shaker								
84	C5	C6	Wind Chime			Tambourine RX5								
85	C#5	C#6	Snare Break Roll			Tambourine 1 Hit								
86	D5	D6	Noise Burst			Electric Cow								
87	D#5	D#6	Vox Bell			Conga T8 3								
88	E5	E6	Snare R&B 1			Electric Triangle								
89	F5	F6	Vox Alk			Clave T8 2								
90	F#5	F#6	Udu High			Analog Shaker								
91	G5	G6	Filter Kick			Electric Clap 1								

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Bank Select MSB (0-127)			127			127			127			127		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			88			89			90			91		
Program Change (1-128)			89			90			91			92		
MIDI		Keyboard Note	PowerKit2	Key Off (*1)	Alternate Group (*2)	AcousticKit	Key Off (*1)	Alternate Group (*2)	RockKit	Key Off (*1)	Alternate Group (*2)	RealDrums	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1										Brush Swirl 2	●	
27	D#0	D#1												
28	E0	E1												
29	F0	F1				Snare Roll Acoustic	●		Snare Roll Rock	●		Snare Roll Rock	●	
30	F#0	F#1												
31	G0	G1	Snare Soft Power 2			Snare Soft Acoustic			Snare Soft Rock			SnareTight		
32	G#0	G#1												
33	A0	A1	Kick Amb+			Kick Soft Acoustic			Kick Soft Rock			Kick Genuine		
34	A#0	A#1	Open Rim Power 2			Rim Acoustic			Rim Rock			Rim Real		
35	B0	B1	Kick Power Open			Kick Close Acoustic			Kick Rock Heavy			Kick Real 1		
36	C1	C2	Kick Power Closed			Kick Open Acoustic			Kick Rock			Kick Real 2		
37	C#1	C#2	Side Stick Power			Stick Acoustic			Stick Rock			Stick Real		
38	D1	D2	Snare Power Snappy			Snare Acoustic			Snare Rock			Snare Real 1		
39	D#1	D#2	Hand Clap Power			Hand Clap Power			Hand Clap Power			Clap Power		
40	E1	E2	Snare Loose			Snare Rough Acoustic			Snare Dry Rock			Snare Real 2		
41	F1	F2	Tom Power 1			Tom Acoustic 1			Tom Rock 1			Tom Real 1		
42	F#1	F#2	Hi-Hat Closed Power+Edge		1	Hi-Hat Closed Acoustic		1	Hi-Hat Closed Rock		1	Hi-Hat Closed Real		1
43	G1	G2	Tom Power 2			Tom Acoustic 2			Tom Rock 2			Tom Real 2		
44	G#1	G#2	Hi-Hat Pedal Power		1	Hi-Hat Pedal Acoustic		1	Hi-Hat Pedal Rock		1	Hi-Hat Pedal Real		1
45	A1	A2	Tom Power 3			Tom Acoustic 3			Tom Rock 3			Tom Real 3		
46	A#1	A#2	Hi-Hat Open Power		1	Hi-Hat Open Acoustic		1	Hi-Hat Open ROCK		1	Hi-Hat Open Real		1
47	B1	B2	Tom Power 4			Tom Acoustic 4			Tom Rock 4			Tom Real 4		
48	C2	C3	Tom Power 5			Tom Acoustic 5			Tom Rock 5			Tom Real 5		
49	C#2	C#3	Crash Cymbal Acoustic 1			Crash Cymbal Acoustic 1						Crash Cymbal Real 1		
50	D2	D3	Tom Power 6			Tom Acoustic 6			Tom Rock 6			Tom Real 6		
51	D#2	D#3	Ride Cymbal Acoustic 1			Ride Cymbal Acoustic 1						Ride Cymbal Real 1		
52	E2	E3	Chinese Cymbal Acoustic			Chinese Cymbal Acoustic						CHINE CYM Real		
53	F2	F3	Ride Cymbal Acoustic			Ride Cymbal Acoustic						Ride Cup Real		
54	F#2	F#3												
55	G2	G3	Splash Cymbal Acoustic			Splash Cymbal Acoustic						Splash Cymbal Real		
56	G#2	G#3												
57	A2	A3	Crash Cymbal Acoustic 2			Crash Cymbal Acoustic 2						Crash Cymbal Real 2		
58	A#2	A#3												
59	B2	B3	Ride Cymbal Acoustic 2			Ride Cymbal Acoustic 2						Ride Cymbal Real 2		
60	C3	C4												
61	C#3	C#4												
62	D3	D4												
63	D#3	D#4												
64	E3	E4												
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4												
69	A3	A4												
70	A#3	A#4												
71	B3	B4												
72	C4	C5												
73	C#4	C#5												
74	D4	D5												
75	D#4	D#5												
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6												
85	C#5	C#6												
86	D5	D6												
87	D#5	D#6												
88	E5	E6												
89	F5	F6												
90	F#5	F#6												
91	G5	G6												

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

MSB126

Bank Select MSB (0-127)			126			126			126			126		
Bank Select LSB (0-127)			0			0			0			0		
Program Change (0-127)			0			1			2			3		
Program Change (1-128)			1			2			3			4		
MIDI		Keyboard Note	(Legacy) SFX Kit1	Key Off (*1)	Alternate Group (*2)	(Legacy) SFX Kit2	Key Off (*1)	Alternate Group (*2)	NewSFXKit1	Key Off (*1)	Alternate Group (*2)	NewSFXKit2	Key Off (*1)	Alternate Group (*2)
Note#	Note													
13	C#-1	C#0												
14	D-1	D0												
15	D#-1	D#0												
16	E-1	E0												
17	F-1	F0												
18	F#-1	F#0												
19	G-1	G0												
20	G#-1	G#0												
21	A-1	A0												
22	A#-1	A#0												
23	B-1	B0												
24	C0	C1												
25	C#0	C#1												
26	D0	D1												
27	D#0	D#1												
28	E0	E1												
29	F0	F1												
30	F#0	F#1												
31	G0	G1												
32	G#0	G#1												
33	A0	A1												
34	A#0	A#1												
35	B0	B1												
36	C1	C2	Cutting Noise	●		Phone Call	●		Cutting Noise	●		Phone Call 2	●	
37	C#1	C#2	Cutting Noise 2	●		Door Squeak	●		Cutting Noise 2	●		Door Squeak 2	●	
38	D1	D2				Door Slam	●					Door Slam 2	●	
39	D#1	D#2	String Slap	●		Scratch Cut	●		String Slap	●		Scratch Cut	●	
40	E1	E2				Scratch H 3	●					Scratch H 3	●	
41	F1	F2				Wind Chime	●					Wind Chime	●	
42	F#1	F#2				Telephone Ring 2	●					Telephone Ring 2	●	
43	G1	G2												
44	G#1	G#2												
45	A1	A2												
46	A#1	A#2												
47	B1	B2												
48	C2	C3												
49	C#2	C#3												
50	D2	D3												
51	D#2	D#3												
52	E2	E3	Flute Key Click	●		Car Engine Ignition	●		Flute Key Click	●		Car Engine Ignition	●	
53	F2	F3				Car Tires Squeal	●					Car Tires Squeal	●	
54	F#2	F#3				Car Passing	●					Car Passing	●	
55	G2	G3				Car Crash	●					Car Crash	●	
56	G#2	G#3				Siren	●					Siren 2	●	
57	A2	A3				Train	●					Train 2	●	
58	A#2	A#3				Jet Plane	●					Jet Plane 2	●	
59	B2	B3				Starship	●					Starship	●	
60	C3	C4				Burst	●					Burst	●	
61	C#3	C#4				Roller Coaster	●					Roller Coaster	●	
62	D3	D4				Submarine	●					Submarine	●	
63	D#3	D#4												
64	E3	E4												
65	F3	F4												
66	F#3	F#4												
67	G3	G4												
68	G#3	G#4	Shower	●		Laugh	●		Shower 2	●		Laugh	●	
69	A3	A4	Thunder	●		Scream	●		Thunder 2	●		Scream 2	●	
70	A#3	A#4	Wind	●		Punch	●		Wind 2	●		Punch 2	●	
71	B3	B4	Stream	●		Heart Beat	●		Stream 2	●		Heart Beat	●	
72	C4	C5	Bubble	●		Foot Steps	●		Bubble 2	●		Foot Steps 2	●	
73	C#4	C#5	Feed	●					Feed	●				
74	D4	D5												
75	D#4	D#5												
76	E4	E5												
77	F4	F5												
78	F#4	F#5												
79	G4	G5												
80	G#4	G#5												
81	A4	A5												
82	A#4	A#5												
83	B4	B5												
84	C5	C6	Dog	●		Machine Gun	●		Dog	●		Machine Gun 2	●	
85	C#5	C#6	Horse	●		Laser Gun	●		Horse	●		Laser Gun	●	
86	D5	D6	Bird Tweet 2	●		Explosion	●		Bird Tweet 2	●		Explosion 2	●	
87	D#5	D#6				Firework	●					Firework	●	
88	E5	E6												
89	F5	F6												
90	F#5	F#6	Ghost	●					Ghost	●				
91	G5	G6	Maou	●					Maou	●				

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Bank Select MSB (0-127)			126			126			126		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			8			35			40		
Program Change (1-128)			9			36			41		
MIDI		Keyboard Note	NoisesKit	Key Off (*1)	Alternate Group (*2)	(Legacy) ArabicKit	Key Off (*1)	Alternate Group (*2)	CubanKit	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0									
14	D-1	D0									
15	D#-1	D#0									
16	E-1	E0									
17	F-1	F0									
18	F#-1	F#0									
19	G-1	G0									
20	G#-1	G#0									
21	A-1	A0									
22	A#-1	A#0							Conga H Tip		
23	B-1	B0							Conga H Heel		
24	C0	C1				Nakarazan Dom			Conga H Open		
25	C#0	C#1				Cabasa			Conga H Mute		
26	D0	D1				Nakarazan Edge			Conga H Slap Open		
27	D#0	D#1				Hager Dom			Conga H Slap		
28	E0	E1				Hager Edge			Conga H Slap Mute		
29	F0	F1				Bongo H			Conga L Tip		
30	F#0	F#1				Bongo L			Conga L Heel		
31	G0	G1				Conga H Mute			Conga L Open		
32	G#0	G#1				Conga H Open			Conga L Mute		
33	A0	A1				Conga L			Conga L Slap Open		
34	A#0	A#1				Zagrouda H			Conga L Slap		
35	B0	B1				Zagrouda L	●		Conga L Slide	●	
36	C1	C2	White Noise	●		Kick Soft			Bongo H Open 1 Finger		
37	C#1	C#2	Pink Noise	●					Bongo H Open 3 Finger		
38	D1	D2	White Noise Down 1	●		Snare Soft			Bongo H Rim		
39	D#1	D#2	Pink Noise Down 1	●		Arabic Hand Clap			Bongo H Tip		
40	E1	E2	White Noise Down 2	●		Snare			Bongo H Heel		
41	F1	F2	Pink Noise Down 2	●					Bongo H Slap		
42	F#1	F#2	White Noise Up 2	●					Bongo L Open 1 Finger		
43	G1	G2	White Noise Up 1	●					Bongo L Open 3 Finger		
44	G#1	G#2	Pink Noise Up	●					Bongo L Rim		
45	A1	A2	White Noise Up Release	●					Bongo L Tip		
46	A#1	A#2	Pink Noise Up Release	●					Bongo L Heel		
47	B1	B2	White Noise Up LFO	●					Bongo L Slap		
48	C2	C3	Pink Noise Up LFO	●					Timbale L Open		
49	C#2	C#3									
50	D2	D3									
51	D#2	D#3									
52	E2	E3				Crash Cymbal 2					
53	F2	F3				Duhulla Dom			Paila L		
54	F#2	F#3							Timbale H Open		
55	G2	G3				Duhulla Tak					
56	G#2	G#3									
57	A2	A3				Duhulla Sak					
58	A#2	A#3				Claves					
59	B2	B3				Doff Dom			Paila H		
60	C3	C4				Katem Dom			Cowbell Top		
61	C#3	C#4				Katem Tak					
62	D3	D4				Katem Sak					
63	D#3	D#4				Katem Tak					
64	E3	E4				Doff Tak			Guiro Short		
65	F3	F4				Tabla Dom			Guiro Long	●	
66	F#3	F#4				Tabla Tak1					
67	G3	G4				Tabla Tik					
68	G#3	G#4				Tabla Tak2			Tambourine		
69	A3	A4				Tabla Sak					
70	A#3	A#4				Tabla Roll of Edge	●				
71	B3	B4				Tabla Flam					
72	C4	C5				Sagat 1			Maracas		
73	C#4	C#5				Tabel Dom			Shaker		
74	D4	D5				Sagat 3			Cabasa		
75	D#4	D#5				Tabel Tak					
76	E4	E5				Sagat 2					
77	F4	F5				Rik Dom					
78	F#4	F#5				Rik Tak 2					
79	G4	G5				Rik Finger 1					
80	G#4	G#5				Rik Tak 1					
81	A4	A5				Rik Finger 2					
82	A#4	A#5				Rik Brass Tremolo	●				
83	B4	B5				Rik Sak					
84	C5	C6				Rik Tik					
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Bank Select MSB (0-127)			126			126			126		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			43			44			49		
Program Change (1-128)			44			45			50		
MIDI		Keyboard Note	PopLatinKit1	Key Off (*1)	Alternate Group (*2)	PopLatinKit2	Key Off (*1)	Alternate Group (*2)	CymbalKit	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0	Cajon Low			Cajon Low					
14	D-1	D0	Cajon Slap			Cajon Slap					
15	D#-1	D#0	Cajon Tip			Cajon Tip					
16	E-1	E0	Claves High			Claves High					
17	F-1	F0	Claves Low			Claves Low					
18	F#-1	F#0	Hand Clap			Hand Clap					
19	G-1	G0									
20	G#-1	G#0	Finger Snap			Finger Snap					
21	A-1	A0	Castanet			Castanet					
22	A#-1	A#0	Conga H Tip			Conga H Tip					
23	B-1	B0	Conga H Heel			Conga H Heel					
24	C0	C1	Conga H Open			Conga H Open					
25	C#0	C#1	Conga H Mute			Conga H Mute					
26	D0	D1	Conga H Slap Open			Conga H Slap Open					
27	D#0	D#1	Conga H Slap			Conga H Slap					
28	E0	E1	Conga H Slap Mute			Conga H Slap Mute					
29	F0	F1	Conga L Tip			Conga L Tip					
30	F#0	F#1	Conga L Heel			Conga L Heel					
31	G0	G1	Conga L Open			Conga L Open					
32	G#0	G#1	Conga L Mute			Conga L Mute					
33	A0	A1	Conga L Slap Open			Conga L Slap Open					
34	A#0	A#1	Conga L Slap			Conga L Slap					
35	B0	B1	Conga L Slide	●		Conga L Slide	●				
36	C1	C2	Bongo H Open 1 finger			Bongo H Open 1 finger			Kick A		
37	C#1	C#2	Bongo H Open 3 finger			Bongo H Open 3 finger			Timbale A		
38	D1	D2	Bongo H Rim			Bongo H Rim			Chinese Cymbal A		
39	D#1	D#2	Bongo H Tip			Bongo H Tip			Crash Cymbal A		
40	E1	E2	Bongo H Heel			Bongo H Heel			Ride Cymbal A		
41	F1	F2	Bongo H Slap			Bongo H Slap			Splash Cymbal A		
42	F#1	F#2	Bongo L Open 1 finger			Bongo L Open 1 finger					
43	G1	G2	Bongo L Open 3 finger			Bongo L Open 3 finger					
44	G#1	G#2	Bongo L Rim			Bongo L Rim			Crash Cymbal B1		
45	A1	A2	Bongo L Tip			Bongo L Tip			Crash Cymbal B2		
46	A#1	A#2	Bongo L Heel			Bongo L Heel			Ride Cymbal B		
47	B1	B2	Bongo L Slap			Bongo L Slap					
48	C2	C3	Timbale L Open			Timbale L Open					
49	C#2	C#3							Crash Cymbal C		
50	D2	D3							Ride Cymbal C		
51	D#2	D#3							Brush Ride Cymbal C		
52	E2	E3							Brush Sizzle Cymbal C		
53	F2	F3	Paila L			Paila L					
54	F#2	F#3	Timbale H Open			Timbale H Open					
55	G2	G3				Hand Clap Mute 1			Crash Cymbal D1		
56	G#2	G#3				Hand Clap Mute 2			Crash Cymbal D2		
57	A2	A3				Hand Clap Open 1			Crash Cymbal D3		
58	A#2	A#3				Hand Clap Open 2			Ride Cymbal D		
59	B2	B3	Paila H			Paila H			Splash Cymbal D		
60	C3	C4	Cowbell Top			Cowbell Top					
61	C#3	C#4	Cowbell 1			Cowbell 1					
62	D3	D4	Cowbell 2			Cowbell 2			Crash Cymbal E1		
63	D#3	D#4	Cowbell 3			Cowbell 3			Crash Cymbal E2		
64	E3	E4	Guiro Short			Guiro Short			Ride Cymbal E		
65	F3	F4	Guiro Long	●		Guiro Long	●		Hi-Hat Half Open E		
66	F#3	F#4	Metal Guiro Short			Metal Guiro Short					
67	G3	G4	Metal Guiro Long	●		Metal Guiro Long	●				
68	G#3	G#4	Tambourine			Tambourine					
69	A3	A4	Tambourim Open			Tambourim Open					
70	A#3	A#4	Tambourim Mute			Tambourim Mute					
71	B3	B4	Tambourim Tip			Tambourim Tip					
72	C4	C5	Maracas			Maracas					
73	C#4	C#5	Shaker			Shaker					
74	D4	D5	Cabasa			Cabasa					
75	D#4	D#5	Cuica Mute			Cuica Mute					
76	E4	E5	Cuica Open			Cuica Open					
77	F4	F5	Cowbell High 1			Cowbell High 1					
78	F#4	F#5	Cowbell High 2			Cowbell High 2					
79	G4	G5	Shekere			Shekere					
80	G#4	G#5	Shekere Tone			Shekere Tone					
81	A4	A5	Triangle Mute		1	Triangle Mute		1			
82	A#4	A#5	Triangle Open		1	Triangle Open		1			
83	B4	B5									
84	C5	C6									
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

Bank Select MSB (0-127)			126			126			126		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			67			109			110		
Program Change (1-128)			68			110			111		
MIDI		Keyboard Note	TurkishKit	Key Off (*1)	Alternate Group (*2)	VocalEffectsKit	Key Off (*1)	Alternate Group (*2)	GospelAdLibs	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0	Asma Davul Left Side								
14	D-1	D0	Asma Davul Right Side								
15	D#-1	D#0	Asma Davul Side Body								
16	E-1	E0	Asma Davul Both Sides								
17	F-1	F0	Koltuk Davul Open Flam								
18	F#-1	F#0	Koltuk Davul Teke Open								
19	G-1	G0	Koltuk Davul Tek Open								
20	G#-1	G#0	Koltuk Davul Dum								
21	A-1	A0	Bendir Teke Open Flam								
22	A#-1	A#0	Bendir Teke Dead								
23	B-1	B0	Bendir Tek Dead								
24	C0	C1	Bendir Teke								
25	C#0	C#1	Bendir Tek								
26	D0	D1	Bendir Slap		2						
27	D#0	D#1	Bendir Dum		2						
28	E0	E1	Zil Right Close		3						
29	F0	F1	Zil Right Open		3						
30	F#0	F#1	Zil Left Close		4						
31	G0	G1	Zil Left Open		4						
32	G#0	G#1	Tef Teke Flam		5						
33	A0	A1	Tef Tek Mute		5						
34	A#0	A#1	Tef Teke Damped								
35	B0	B1	Tef Tek Mute Medium								
36	C1	C2	Tef Dum Mute			Male "Ha" 01	●				
37	C#1	C#2	Tef Cymbal		9	Female "Ha" 01	●				
38	D1	D2	Tef Cymbal Mute		9	Male "Ha" 02	●				
39	D#1	D#2	Tef Tremolo	●		Male "Ha" 03	●				
40	E1	E2	Tef Shake 1			Male "Bh" 01	●				
41	F1	F2	Tef Shake 2			Female "Bh" 01	●				
42	F#1	F#2	Tef Tek Flam			Male "Kh" 01	●				
43	G1	G2	Tef Full Open			Female "Kh" 01	●				
44	G#1	G#2	Tef Teke Open Short			Male "Ph" 01	●				
45	A1	A2	Tef Tek Open Short			Female "Ph" 01	●				
46	A#1	A#2	Tef Tek Open			Male "Th" 01	●				
47	B1	B2	Tef Dum Open			Female "Th" 01	●				
48	C2	C3	Hollo Finger Dead			Male "Bh" 02	●		C'mon	●	
49	C#2	C#3	Hollo Slap			Female "Bh" 02	●		Hoo!	●	
50	D2	D3	Hollo Dum			Male "Kh" 02	●		Aha!	●	
51	D#2	D#3	Kasik		1	Female "Kh" 02	●		Oh Yeah	●	
52	E2	E3	Kasik Flam		1	Male "Ph" 02	●		Yayayayayah	●	
53	F2	F3	Bass Darbuka Tek Dead			Female "Ph" 02	●		Put Your Hands Together	●	
54	F#2	F#3	Bass Darbuka Tek Flam			Male "Th" 02	●		C'mon Now	●	
55	G2	G3	Bass Darbuka Teke			Female "Th" 02	●		Heeey	●	
56	G#2	G#3	Bass Darbuka Teke Other Finger			Male "Ha" 04	●		Everybody Now	●	
57	A2	A3	Bass Darbuka Teke Index Finger			Female "Ha" 02	●		Clap Your Hands, Everybody C'mon	●	
58	A#2	A#3	Bass Darbuka Tek			Male "Ha" 05	●		With All Your Soul	●	
59	B2	B3	Bass Darbuka Slap			Male "Ha" 06	●		Stand Up On Your Feet	●	
60	C3	C4	Bass Darbuka Slap Medium		7	Male "Bh" 03	●		Uhh Yeah	●	
61	C#3	C#4	Bass Darbuka Dum		7	Female "Bh" 03	●		Aaoh	●	
62	D3	D4	Darbuka Roll Close	●	6	Male "Kh" 03	●		Come On!	●	
63	D#3	D#4	Darbuka Roll Open	●	6	Female "Kh" 03	●		Yeah!	●	
64	E3	E4	Darbuka Teke Damped Flam			Male "Ph" 03	●		Alright Now!	●	
65	F3	F4	Darbuka Tek Dead			Female "Ph" 03	●		One	●	
66	F#3	F#4	Darbuka Tek Damped			Male "Th" 03	●		Two	●	
67	G3	G4	Darbuka Teke Open Flam			Female "Th" 03	●		Three	●	
68	G#3	G#4	Darbuka Teke Open			Male "Bh" 04	●		Four	●	
69	A3	A4	Darbuka Teke Other Finger 1			Female "Bh" 04	●		One!	●	
70	A#3	A#4	Darbuka Teke Index Finger 1			Male "Kh" 04	●		Two!	●	
71	B3	B4	Darbuka Tek 1			Female "Kh" 04	●		Three!	●	
72	C4	C5	Darbuka Teke Other Finger 2			Male "Ph" 04	●		Four!	●	
73	C#4	C#5	Darbuka Teke Index Finger 2			Female "Ph" 04	●		Five!	●	
74	D4	D5	Darbuka Tek 2			Male "Th" 04	●		Six!	●	
75	D#4	D#5	Darbuka Slap Medium			Female "Th" 04	●		Seven!	●	
76	E4	E5	Darbuka Slap		8				Eight!	●	
77	F4	F5	Darbuka Dum		8				Clap!	●	
78	F#4	F#5	Bongo Tek Roll	●					Gospel Clap 1	●	
79	G4	G5	Bongo Flam						Gospel Clap 2	●	
80	G#4	G#5	Bongo Tek Flam								
81	A4	A5	Bongo Tek								
82	A#4	A#5	Bongo Slap								
83	B4	B5	Bongo Flam Hi								
84	C5	C6	Bongo Dum								
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as StandardKit1 No Sound

GM2

Bank Select MSB (0-127)			120			120			120		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			0			8			16		
Program Change (1-128)			1			9			17		
MIDI		Keyboard Note	(GM2) StandardSet	Key Off (*1)	Alternate Group (*2)	(GM2) RoomSet	Key Off (*1)	Alternate Group (*2)	(GM2) PowerSet	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0									
14	D-1	D0									
15	D#-1	D#0									
16	E-1	E0									
17	F-1	F0									
18	F#-1	F#0									
19	G-1	G0									
20	G#-1	G#0									
21	A-1	A0									
22	A#-1	A#0									
23	B-1	B0									
24	C0	C1									
25	C#0	C#1									
26	D0	D1									
27	D#0	D#1	High Q								
28	E0	E1	Slap								
29	F0	F1	Scratch Push		7						
30	F#0	F#1	Scratch Pull		7						
31	G0	G1	Sticks								
32	G#0	G#1	Square Click								
33	A0	A1	Metronome Click								
34	A#0	A#1	Metronome Bell								
35	B0	B1	Acoustic Bass Drum								
36	C1	C2	Bass Drum 1						Power Kick Drum		
37	C#1	C#2	Side Stick								
38	D1	D2	Acoustic Snare						Power Snare Drum		
39	D#1	D#2	Hand Clap								
40	E1	E2	Electric Snare								
41	F1	F2	Low Floor Tom			Room Low Tom 2			Power Low Tom 2		
42	F#1	F#2	Closed Hi-hat		1						
43	G1	G2	High Floor Tom			Room Low Tom 1			Power Low Tom 1		
44	G#1	G#2	Pedal Hi-hat		1						
45	A1	A2	Low Tom			Room Mid Tom 2			Power Mid Tom 2		
46	A#1	A#2	Open Hi-hat		1						
47	B1	B2	Low-Mid Tom			Room Mid Tom 1			Power Mid Tom 1		
48	C2	C3	High Mid Tom			Room Hi Tom 2			Power Hi Tom 2		
49	C#2	C#3	Crash Cymbal 1								
50	D2	D3	High Tom			Room Hi Tom 1			Power Hi Tom 1		
51	D#2	D#3	Ride Cymbal 1								
52	E2	E3	Chinese Cymbal								
53	F2	F3	Ride Bell								
54	F#2	F#3	Tambourine								
55	G2	G3	Splash Cymbal								
56	G#2	G#3	Cowbell								
57	A2	A3	Crash Cymbal 2								
58	A#2	A#3	Vibra-slap								
59	B2	B3	Ride Cymbal 2								
60	C3	C4	High Bongo								
61	C#3	C#4	Low Bongo								
62	D3	D4	Mute Hi Conga								
63	D#3	D#4	Open Hi Conga								
64	E3	E4	Low Conga								
65	F3	F4	High Timbale								
66	F#3	F#4	Low Timbale								
67	G3	G4	High Agogo								
68	G#3	G#4	Low Agogo								
69	A3	A4	Cabasa								
70	A#3	A#4	Maracas								
71	B3	B4	Short Whistle		2						
72	C4	C5	Long Whistle		2						
73	C#4	C#5	Short Guiro		3						
74	D4	D5	Long Guiro		3						
75	D#4	D#5	Claves								
76	E4	E5	Hi Wood Block								
77	F4	F5	Low Wood Block								
78	F#4	F#5	Mute Cuica		4						
79	G4	G5	Open Cuica		4						
80	G#4	G#5	Mute Triangle		5						
81	A4	A5	Open Triangle		5						
82	A#4	A#5	Shaker								
83	B4	B5	Jingle Bell								
84	C5	C6	Bell Tree								
85	C#5	C#6	Castanets								
86	D5	D6	Mute Surdo		6						
87	D#5	D#6	Open Surdo		6						
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as (GM2) StandardSet No Sound

Bank Select MSB (0-127)			120			120			120		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			24			25			32		
Program Change (1-128)			25			26			33		
MIDI		Keyboard Note	(GM2) ElectroSet	Key Off (*1)	Alternate Group (*2)	(GM2) AnalogSet	Key Off (*1)	Alternate Group (*2)	(GM2) JazzSet	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0									
14	D-1	D0									
15	D#-1	D#0									
16	E-1	E0									
17	F-1	F0									
18	F#-1	F#0									
19	G-1	G0									
20	G#-1	G#0									
21	A-1	A0									
22	A#-1	A#0									
23	B-1	B0									
24	C0	C1									
25	C#0	C#1									
26	D0	D1									
27	D#0	D#1									
28	E0	E1									
29	F0	F1									
30	F#0	F#1									
31	G0	G1									
32	G#0	G#1									
33	A0	A1									
34	A#0	A#1									
35	B0	B1							Jazz Kick 2		
36	C1	C2	Electric Bass Drum			Analog Bass Drum			Jazz Kick 1		
37	C#1	C#2				Analog Rim Shot					
38	D1	D2	Electric Snare 1			Analog Snare 1					
39	D#1	D#2									
40	E1	E2	Electric Snare 2								
41	F1	F2	Electric Low Tom 2			Analog Low Tom 2					
42	F#1	F#2				Analog CHH 1		1			
43	G1	G2	Electric Low Tom 1			Analog Low Tom 1					
44	G#1	G#2				Analog CHH 2		1			
45	A1	A2	Electric Mid Tom 2			Analog Mid Tom 2					
46	A#1	A#2				Analog OHH		1			
47	B1	B2	Electric Mid Tom 1			Analog Mid Tom 1					
48	C2	C3	Electric Hi Tom 2			Analog Hi Tom 2					
49	C#2	C#3				Analog Cymbal					
50	D2	D3	Electric Hi Tom 1			Analog Hi Tom 1					
51	D#2	D#3									
52	E2	E3	Reverse Cymbal								
53	F2	F3									
54	F#2	F#3									
55	G2	G3									
56	G#2	G#3				Analog Cowbell					
57	A2	A3									
58	A#2	A#3									
59	B2	B3									
60	C3	C4									
61	C#3	C#4									
62	D3	D4				Analog High Conga					
63	D#3	D#4				Analog Mid Conga					
64	E3	E4				Analog Low Conga					
65	F3	F4									
66	F#3	F#4									
67	G3	G4									
68	G#3	G#4									
69	A3	A4									
70	A#3	A#4				Analog Maracas					
71	B3	B4									
72	C4	C5									
73	C#4	C#5									
74	D4	D5									
75	D#4	D#5				Analog Claves					
76	E4	E5									
77	F4	F5									
78	F#4	F#5									
79	G4	G5									
80	G#4	G#5									
81	A4	A5									
82	A#4	A#5									
83	B4	B5									
84	C5	C6									
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6									
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as (GM2) StandardSet No Sound

Bank Select MSB (0-127)			120			120			120		
Bank Select LSB (0-127)			0			0			0		
Program Change (0-127)			40			48			56		
Program Change (1-128)			41			49			57		
MIDI		Keyboard Note	(GM2) BrushSet	Key Off (*1)	Alternate Group (*2)	(GM2) OrchestraSet	Key Off (*1)	Alternate Group (*2)	(GM2) SFXSet	Key Off (*1)	Alternate Group (*2)
Note#	Note										
13	C#-1	C#0									
14	D-1	D0									
15	D#-1	D#0									
16	E-1	E0									
17	F-1	F0									
18	F#-1	F#0									
19	G-1	G0									
20	G#-1	G#0									
21	A-1	A0									
22	A#-1	A#0									
23	B-1	B0									
24	C0	C1									
25	C#0	C#1									
26	D0	D1									
27	D#0	D#1				Closed Hi-hat 2		1			
28	E0	E1				Pedal Hi-hat		1			
29	F0	F1				Open Hi-hat 2		1			
30	F#0	F#1				Ride Cymbal 1					
31	G0	G1									
32	G#0	G#1									
33	A0	A1									
34	A#0	A#1									
35	B0	B1	Jazz Kick 2			Concert BD 2					
36	C1	C2	Jazz Kick 1			Concert BD 1					
37	C#1	C#2									
38	D1	D2	Brush Tap			Concert SD 1					
39	D#1	D#2	Brush Slap			Castanets			High Q		
40	E1	E2	Brush Swirl			Concert SD 2			Slap		
41	F1	F2				Timpani F			Scratch Push		7
42	F#1	F#2				Timpani F#			Scratch Pull		7
43	G1	G2				Timpani G			Sticks		
44	G#1	G#2				Timpani G#			Square Click		
45	A1	A2				Timpani A			Metronome Click		
46	A#1	A#2				Timpani A#			Metronome Bell		
47	B1	B2				Timpani B			Guitar Fret	●	
48	C2	C3				Timpani c			Guitar Cutting Noise Up	●	
49	C#2	C#3				Timpani c#			Guitar Cutting Noise Down	●	
50	D2	D3				Timpani d			String Slap of Double Bass	●	
51	D#2	D#3				Timpani d#			Fl.Key Click	●	
52	E2	E3				Timpani e			Laughing	●	
53	F2	F3				Timpani f			Scream	●	
54	F#2	F#3							Punch	●	
55	G2	G3							Heart Beat	●	
56	G#2	G#3							Footsteps 1	●	
57	A2	A3				Concert Cymbal 2			Footsteps 2	●	
58	A#2	A#3							Applause	●	
59	B2	B3				Concert Cymbal 1			Door Creaking	●	
60	C3	C4							Door	●	
61	C#3	C#4							Scratch	●	
62	D3	D4							Wind Chimes	●	
63	D#3	D#4							Car-Engine	●	
64	E3	E4							Car-Stop	●	
65	F3	F4							Car-Pass	●	
66	F#3	F#4							Car-Crash	●	
67	G3	G4							Siren	●	
68	G#3	G#4							Train	●	
69	A3	A4							Jetplane	●	
70	A#3	A#4							Helicopter	●	
71	B3	B4							Starship	●	
72	C4	C5							Gun Shot	●	
73	C#4	C#5							Machine Gun	●	
74	D4	D5							Lasergun	●	
75	D#4	D#5							Explosion	●	
76	E4	E5							Dog	●	
77	F4	F5							Horse-Gallop	●	
78	F#4	F#5							Birds	●	
79	G4	G5							Rain	●	
80	G#4	G#5							Thunder	●	
81	A4	A5							Wind	●	
82	A#4	A#5							Seashore	●	
83	B4	B5							Stream	●	
84	C5	C6							Bubble	●	
85	C#5	C#6									
86	D5	D6									
87	D#5	D#6									
88	E5	E6				Applause	●				
89	F5	F6									
90	F#5	F#6									
91	G5	G6									

*1 Key Off: Keys marked "●" stop sounding the instant they are released.
*2 Alternate Group: Playing any instrument within a numbered group will immediately stop the sound of any other instrument in the same group of the same number.

Same as (GM2) StandardSet No Sound

Category	Style Name
Pop&Rock	CanadianRock
	BritRockPop
	80sRockAnthem
	BritRockAnthem
	USRockShuffle
	FunkPopRock
	Cool8Beat
	WestCoastPop
	80sShuffle
	60sGuitarPop
	StadiumRock
	70sRock
	70sRockShuffle
	SurfRock
	BeachRock
	60sRisingPop
	60sUnderground
	70sRockBros
	OrchRockBallad
	BigRockBallad
	HardRock
	80sPowerRock
	80sPopRock
	80sGuitarPop
	80sSynthRock
	EasyPop
	Live8Beat
	Classic8Beat
	90sPopShuffle
	JerseyPop
	60sVintageRock
	60sPianoPop
	60sVintagePop
	80sPop
	90sRockBallad
	00sBoyBand
	ContempPop
	ChartPianoShfl
	ChartRockShfl
	6-8Rock
	ContempRockBld
	VintageGtrPop
	Straight8Pop
	StandardRock
	ContempRock
	AcousticRock
	PowerRock
	80s8Beat
	Uptempo8Beat
	8BeatModern
	UKSoulPop
	BritPop
	BritPopSwing
	60sChartSwing
	60sPopRock
	SoftRock
	70s8Beat
	60s8Beat
	BubblegumPop
	90sGuitarPop
	FusionShuffle
	PopShuffle
	KoolShuffle
	JazzPop
	Classic16Beat
	CaribbeanRock
	Unplugged
	RockShuffle
	ChartGuitarPop
	8BeatGtrPop

Category	Style Name
Ballad	BritPopDiva
	R&BSoulBallad
	6-8PopBallad
	BoyBandBallad
	70sCoolBallad
	70sPopDuo1
	70sPopDuo2
	70sR&BPopBld
	VocalPopBallad
	PopEvergreen
	80sAnalogBallad
	Modern16BtBld
	Acoustic8BtBld
	ModernPopBld
	SoulR&B
	ChillPerformer
	CoudyBay
	NightWalk
	Play4Sofa
	AngelSun
	70sGlamPiano
	70sChartBallad
	80sEPBallad
	RomanticWaltz
	PopGtrBallad
	EasyBallad
	EPBallad
	16BeatBallad
	90sCoolBallad
	80sSmoothBld
	8BeatBallad1
	8BeatBallad2
	PowerBallad
	EpicBallad
	80sBoyBand
	80sMovieBallad
	ContempPopBld
	ChilloutCafe
	Chillout1
	Chillout2
	PopPianoBallad
	PopWaltz
	6-8SlowRock1
	6-8SlowRock2
	6-8Modern
	6-8Orchestral
	12-8Ballad
	OrganBallad
	PianoBallad
	RomanticBallad
	AnalogBallad
	LoveSong
	NewR&BBallad
	ChartBallad
	Slow&Easy
	AcousticBallad
	GuitarSerenade
Dance	BigRoom
	HardClub
	USClubDance
	ClubRiddim
	RetroDiscoHouse
	GlobalDJ's
	Ibiza2010
	Dancefloor
	FrenchClub
	DeepHousePop
	PopLegend
	FunkDisco
	80sSynthDisco

Category	Style Name
Dance	SynthPop
	FunkyHouse
	Electronica
	ModernHipHop
	Clubdance1
	Clubdance2
	DirtyPop
	70sDisco1
	70sDisco2
	70sDiscoFunk
	80sDisco
	90sDisco
	DreamDance
	TrancePop
	DiscoTeens
	EuroTrance
	CelticTrance
	USHipHop
	ClassicHipHop
	NewHipHop
	EuroHipHop
	TripHop
	DiscoPhilly
	DiscoHouse
	ClubHouse
	RetroPop
	TechnoParty
	Garage
	Dancehall
	Groundbeat
	ChartPop1
	ChartPop2
	PopR&B
	NewR&B
	ChartR&B
	DiscoChocolate
	6-8Trance
Swing&Jazz	BigBandJazz
	CoolJazzClub
	UpTempoSwing
	TheJazzSingers
	ModBigBandShfl
	ModBigBandBld
	ModernBigBand
	ManhattanSwing
	InstrumentalJazz
	AcousticJazz
	CoolPianoJazz
	JazzGuitarClub
	40sSwingBallad
	DreamyBallad
	OrchestralBallad
	MidnightSwing
	ClassicBigBand
	JazzWaltzSlow
	JazzWaltzMed
	JazzWaltzFast
	OrchestraSwing1
	OrchestraSwing2
	OrchBigBand1
	TradPianoJazz
	CoolJazzBallad
	ModernJazzBld
	EasyListening
	OrchBigBand2
	TradPianoBallad
	MORSwing
	Bebop
	LACoolSwing
	BigBandFast1

Category	Style Name
Swing&Jazz	BigBandMed1
	JazzClub
	OrganCombo
	AfroCuban
	BigBandFast2
	BigBandMed2
	Swingin'BigBand
	30sBigBand
	MoonlightBallad
	Dixieland
	Charleston
	FrenchJazz
	Ragtime1
	Ragtime2
	Five-Four
	OrganGroove
	JumpJive
R&B	AcousticBlues
	BluesShuffle
	50sRock&Roll
	R&BPopDiva
	CoolR&B
	70sScatLegend
	70sChartSoul
	ModernShuffle
	BluesRock
	Let'sFunk
	HollywoodGospel
	GospelParty
	AmazingGospel
	GospelBallad
	GospelSwing
	GospelSisters
	SouthernGospel
	GospelBrothers
	GospelFunk
	SlowBlues
	WorshipSlow
	WorshipMed
	WorshipFast
	WorshipIrishRk
	Worship6-8
	60sRock&Roll
	Rock&Roll1
	Rock&Roll2
	Rock&RollShfl
	OldiesR&R
	MotorCity
	DetroitPop1
	DetroitPop2
	FranklySoul
	SoulBrothers
	6-8Soul
	SoulSwing
	SoulShuffle
	Soul
	SoulBeat
	LiveSoulBand
	JazzFunk
	KoolFunk
	LovelyShuffle
	ModernR&B
	WorshpPowerBld
	ShuffleBlues
	BlueberryBlues
	CrocoTwist
	Twist
	Swingin'Boogie
	PianoBoogie
	Skiffle

Category	Style Name
Country	NewBluegrass
	EasyCountry1
	EasyCountry2
	CountryBlues
	ModernPickin'
	Pickin'Swing
	CaliCountry
	CountryBallad
	70sCountryPop
	70sChartCntry
	CountryHits
	Country8Beat
	ModBluegrass
	Bluegrass
	Hoedown
	ModCountryBld1
	ModCountryBld2
	NewCountry
	CountryShuffle
	CntrySing-along
	CountryStrum
	CountryWaltz
	CountryStraits
	Country2-4
	CountryTwoStep
	CountryBrothers
	CountryPop
	CountrySwing1
	CountrySwing2
	CountryRockBld
	CountryRock
	ModernCntryPop
	FolkPop
	SingerSongWriter
	FingerPickin'
Latin	CoolBossa
	PopChaCha
	SpanishRumba
	PopFlamencos
	TangoFlamencos
	SheriffReggae
	Bomba1
	JazzSamba
	BrazilianSamba
	LatinPartyPop
	BossaBrazil
	BossaNova
	FastBossa
	LoungeBossa
	PopLatinBallad
	Bomba2
	Salsa
	Guijira
	Guaguanco
	CubanSon
	BoleroLento
	Merengue
	Bachata
	RumbaFlamenco
	Cumbia
	Danzon
	Vallenato4-4
	PopLatin
	LatinDisco1
	LatinDisco2
	PopBossa1
	PopBossa2
	SlowBossa
	OrganBossa
	OrchestralBossa

Category	Style Name
Latin	HappyReggae
	RockChaCha
	Beguine
	GuitarRumba
	PopRumba
	BigBandSamba
	BigBandMambo
	BigBandSalsa
	RumbaIsland
	Calypso
Ballroom	VienneseWaltz1
	VienneseWaltz2
	VocalWaltz
	SlowWaltz
	EnglishWaltz
	VocalFoxtrot
	Slowfox
	Foxtrot
	Quickstep
	Swingfox
	Tango1
	Tango2
	Pasodoble
	Samba
	ChaChaCha
	Rumba
	Jive
	OrganChaCha
	OrganSwing
	OrganSamba
	OrganQuickstep
	OrganRumba
	TheatreBallad
	TheatreFoxtrot
	TheatreQuickstep
	TheatreShowtime
	TheatreMarch
	9-8Waltz
	SwingWaltz
Movie&Show	TapDanceSwing
	MovieSoundtrack
	Blockbuster
	EtherealMovie
	EtherealVoices
	Toccata
	ChoralHymn
	ChoralSymphony
	ContempHorns
	PromsMarch
	ChoirSoundtrack
	OnBroadway
	BigScreenClassic
	Sci-fiMarch
	SecretService
	StringConcerto
	StringAdagio
	RomanticBallet
	BaroqueAir
	BaroqueConcerto
	GreenFantasia
	ClassicalMenuet
	ClassicalSerenad
	Moonlight6-8
	PopClassics
	OrchestralBolero
	OrchestralMarch
	OrchestralPolka
	BroadwayBallad
	AniFantasy
	MovieSwing1

Category	Style Name
Movie&Show	MovieSwing2
	MovieBallad
	MovieDisco
	SaturdayNight
	ClassicPianoBld
	AnimationBallad
	70sTVTheme
	WildWest
	Showtune
	ChristmasShuffle
	ChristmasBallad
	ChristmasSwing1
	ChristmasSwing2
	ChristmasWaltz
	CelticXmas
	French50s
	MoviePanther
Entertainer	RockSchlager1
	RockSchlager2
	RoseDisco
	SwingSchlager
	YoungFox
	YoungBallad
	HelloShuffle
	ModernSchlager
	MallorcaParty
	MallorcaDisco
	DiscoFoxRock
	ApresSkiHit
	PartyArena
	SchlagerFever
	SchlagerPalace
	AlpenSchlager
	SoftSchlager
	SynthPopDuo
	GermanRock
	DiscoFox
	EuroPopOrgan
	SchlagerWaltz
	SchlagerFox
	AlpBallad1
	AlpBallad2
	70sFrenchHit
	Schlager6-8
	SchlagerPolka
	ScandPopShuffle
	ScandShuffle
	ScandCountry1
	ScandCountry2
	ScandSlowRock
	ScandBugg
	SchlagerSamba
	SchlagerShuffle
	SchlagerItalia
	SchlagerRock
	SchlagerAlp
	SchlagerPop
	SchlagerBeat
	SchlagerRumba
	PartyPolka
	Tijuana
	AlpRock
	Sing-a-longPiano
	PubPiano
	8BeatAdria
	PolkaPop
	DiscoHands
World	CelticDance3-4
	IrishDance
	IrishHymn1

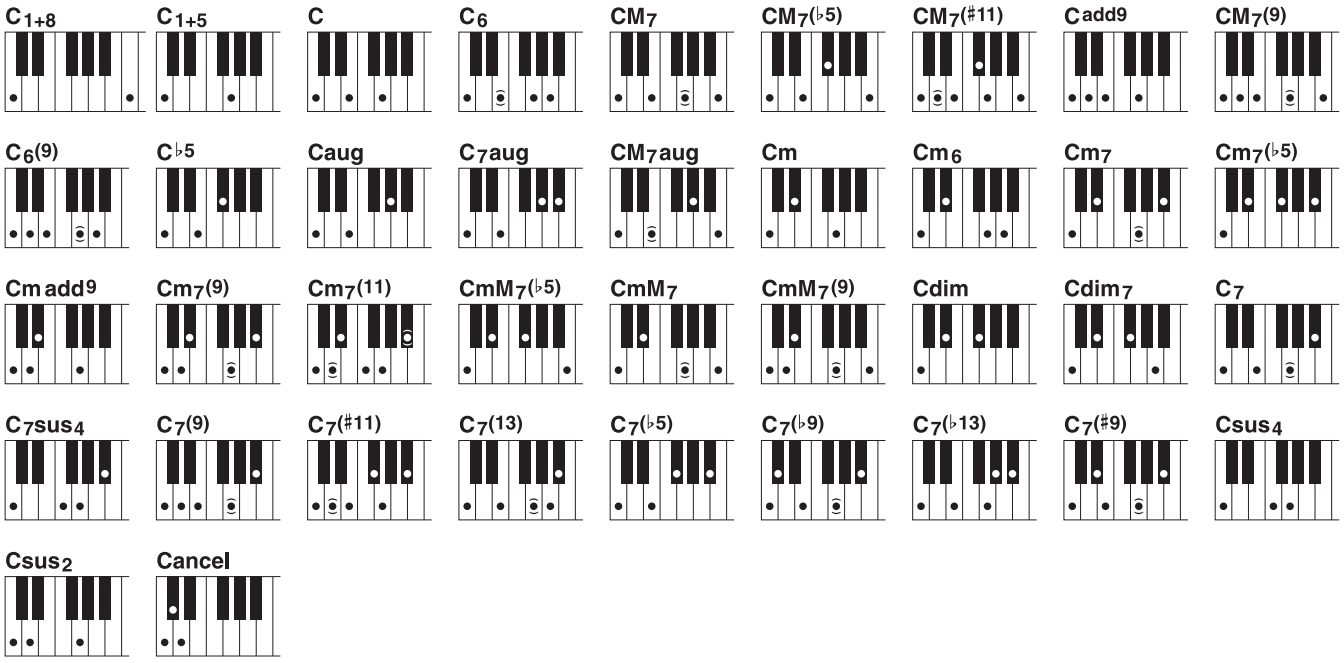
Category	Style Name
World	IrishHymn2
	BrassBandHymn
	BohemianWaltz
	ZitherPolka
	AlpenLand4-4
	AlpenLand3-4
	Sirtaki
	Flamenco
	SpanishPaso
	PopFlamenco
	FrenchMusette
	ItalianMazurka
	TurkishEuro1
	TurkishEuro2
	Saeidy
	Zouk
	Hawaiian
	HighlandWaltz
	ItalianWaltz
	FrenchWaltz
	ScandWaltz
	MariachiWaltz
	OrientalPop
	CelticDance
	GermanWaltz
	OberPolka1
	OberWalzer1
	MexicanDance
	ItalianPolka
	ItalianTango
	Strathspey
	ScottishPolka
	Jig
	Reel
	ScandSchottis
	ScandHambo
	Tarantella
	USMarch
	6-8March
	BrassBand
	GermanMarch1
	GermanMarch2
	Norteno
	BandaPolka
	BandaVals
	OberPolka2
	OberWalzer2
	HullyGully
	Caribbean

Order	Bank Name
1	Pop-Ooh p
2	Pop-Ooh p Vib
3	Pop-Ooh f
4	Pop-Ooh f Vib
5	PopPad
6	Pop-Aah p
7	Pop-Aah p Vib
8	Pop-Aah f
9	Pop-Aah f Vib
10	PopVocalPhrase
11	50sPopVocal
12	60sPopVocal
13	DooWop1
14	DooWop2
15	BossaVocal1
16	BossaVocal2
17	LatinVocalFX
18	CountIn1
19	CountIn2
20	CountIn3
21	GspAdlibs1
22	GspAdlibs2
23	GspChoirFX1
24	GspChoirFX2
25	GspSoloFX1
26	GspSoloFX2
27	GspChoirOnBeat
28	GspChoirOffBeat
29	Wooshes1
30	Wooshes2
31	TwinBsChdSlow
32	SteelBsChdSlow1
33	SteelBsChdSlow2
34	SteelBsChdFast
35	Steel8BtStrum1
36	Steel8BtStrum2
37	Twin8BtArp
38	Steel8BtArp
39	Twin16BtStrum
40	Steel16BtStrum
41	Twin16BtArp
42	Steel16BtArp
43	SteelGtrPick1
44	SteelGtrPick2
45	SteelGtrPick3
46	SteelGtrPick4
47	Twin6-8Strum
48	Steel6-8Strum
49	Twin6-8Arp
50	Steel6-8Arp1
51	Steel6-8Arp2
52	SteelTriplet1
53	SteelTriplet2
54	A.GtrStrum
55	NylonAccomp
56	NylonGtrPick
57	NylonBossa1
58	NylonBossa2
59	FlamencoGtr1
60	FlamencoGtr2
61	Rasgueo
62	E.Gtr8BtStrm1
63	E.Gtr8BtStrm2
64	E.GtrRock1
65	E.GtrRock2
66	E.Gtr16BtCut1
67	E.Gtr16BtCut2
68	E.Gtr16BtCut3
69	E.Gtr16BtPick
70	FunkyGtr16Bt1
71	FunkyGtr16Bt2
72	FunkyGtr16Bt3
73	DiscoGuitar
74	E.Gtr8BtShfl
75	E.Gtr16BtShfl1
76	E.Gtr16BtShfl2
77	E.Guitar6-8

Order	Bank Name
78	JazzGtrSwing
79	PianoArp8Bt
80	PianoArp16Bt
81	PianoGlissando
82	LatinKeys
83	BoogieLoops
84	OrganBlues
85	ReggaeAccomp
86	BigBells
87	MagicBells
88	XmasLoops
89	HeavenArpegio
90	TwinkleArpegio
91	Harpeggio1
92	Harpeggio2
93	BaroqueStrings
94	StringBallad
95	StringLegato
96	StringsArpeggio
97	FolkDance
98	Classical
99	StrRun&Fall
100	OrchestraHit
101	PopBrsFastSwing
102	PopBrsMedSwing
103	PopBrsFX
104	BrassSwing
105	BigBandSwing1
106	BigBandSwing2
107	BigBandSwing3
108	TrumpetSwing
109	Brass8Beat
110	BrassChords1
111	BrassChords2
112	BrassChords3
113	Falls
114	AttentionDuo
115	Fanfare
116	OrchMarch
117	ChillOut1
118	ChillOut2
119	ElectronicSeq
120	ElectroPop1
121	ElectroPop2
122	EuroDance1
123	EuroDance2
124	TechSeq1
125	TechSeq2
126	TranceSeq1
127	TranceSeq2
128	TranceSeq3
129	SynthBrassSlide
130	TurkishPerc1
131	TurkishPerc2
132	Oriental1
133	Oriental2
134	Oriental3
135	Oriental4
136	Oriental5
137	Oriental6
138	Oriental7
139	Oriental8
140	ArabicPerc1
141	ArabicPerc2
142	EthnicPerc
143	Conga&Bongo1
144	Conga&Bongo2
145	CarnivalDeRio
146	LatinPop
147	LatinPerc1
148	LatinPerc2
149	LatinPerc3
150	LatinPerc4
151	LatinPerc5
152	Rumba&Soca
153	SambaPerc
154	Buleria

Order	Bank Name
155	Cajon1
156	Cajon2
157	LatinKit1
158	LatinKit2
159	LatinKit3
160	Shaker&Tamb
161	Timbales&Tom
162	SnarePlay1
163	SnarePlay2
164	CrashCymbals
165	Cym&Chimes
166	DrumEndings
167	PowerSnares
168	PowerToms
169	PowerKit1
170	PowerKit2
171	BrushHits
172	SynthToms
173	HipHop1
174	HipHop2
175	DanceKit
176	DanceMix1
177	DanceMix2
178	ScratchBank
179	DJ-BasicSet
180	DJ-SFX
181	HeavyShuffle
182	NewR&B
183	BreakBeatz
184	WeatherFX
185	HorrorShowFX
186	OrdnanceFX
187	TransportFX
188	AmbienceFX
189	Comedy
190	Breathing

Category	Voice Name
Brass	Unison
	UnisonOctave
	PopSection
	Funkadelic
	AllThatJazz
	LazyBlues
	OrchestralHorns
	MovieScore
	SymphonyPlayers
	HauntingHorns
	ModernMutes
	JazzTrio
	BellToneUp
	BellToneDown
Strings	ClassicStrings
	DivisiSections
	RomanticBowing
	PopularSection
	JustViolins
	MelodicPlayers
	WideSections
	StringQuartet
	SoloQuartet
	OpenQuartet
	ChamberStrings
Woodwind	FullWoodSection
	FullReeds
	FluteLead
	OboeLead
	ModernBallroom
	SaxSection
	SaxModern
	BrassyReeds
	BassyBaritone
	BigBandReeds
	WideWoodwind
	ModernSection
	PiccoloLead
	AnimationClassic
	SoftReeds
	PopWoodwind
Choir	Boys&Men
	OpenChoral
	MixedChoirs
	Chapel
	PopChoirs
Others	Alpen1
	Alpen2
	Alpen3
	PolkaTime
	BossaNights
	ViennaDance
	Strings&Horns
	MarchingBand
	Showtime



Chord Name [Abbreviation]	Normal Voicing	Display for root "C"
1+8	1+8	C1+8
1+5	1+5	C1+5
Major [M]	1+3+5	C
Sixth [6]	1+(3)+5+6	C6
Major seventh [M7]	1+3+(5)+7	CM7
Major seventh flatted fifth [M7♭5]	1+3+♭5+7	CM7(♭5)
Major seventh add sharp eleventh [M7(♯11)]	1+(2)+3+♯4+5+7	CM7(♯11)
Add ninth [(9)]	1+2+3+5	Cadd9
Major seventh ninth [M7_9]	1+2+3+(5)+7	CM7(9)
Sixth ninth [6_9]	1+2+3+(5)+6	C6(9)
Flatted fifth [(♭5)]	1+3+♭5	C♭5
Augmented [aug]	1+3+♯5	Caug
Seventh augmented [7aug]	1+3+♯5+♭7	C7aug
Major seventh augmented [M7aug]	1+(3)+♯5+7	CM7aug
Minor [m]	1+♭3+5	Cm
Minor sixth [m6]	1+♭3+5+6	Cm6
Minor seventh [m7]	1+♭3+(5)+♭7	Cm7
Minor seventh flatted fifth [m7♭5]	1+♭3+♭5+♭7	Cm7(♭5)
Minor add ninth [m(9)]	1+2+♭3+5	Cm add9
Minor seventh ninth [m7(9)]	1+2+♭3+(5)+♭7	Cm7(9)
Minor seventh eleventh [m7(11)]	1+(2)+♭3+4+5+(♭7)	Cm7(11)
Minor major seventh flatted fifth [mM7♭5]	1+♭3+♭5+7	CmM7(♭5)
Minor major seventh [mM7]	1+♭3+(5)+7	CmM7
Minor major seventh ninth [mM7(9)]	1+2+♭3+(5)+7	CmM7(9)
Diminished [dim]	1+♭3+♭5	Cdim
Diminished seventh [dim7]	1+♭3+♭5+6	Cdim7
Seventh [7]	1+3+(5)+♭7	C7
Seventh suspended fourth [7sus4]	1+4+5+♭7	C7sus4
Seventh ninth [7(9)]	1+2+3+(5)+♭7	C7(9)
Seventh add sharp eleventh [7(♯11)]	1+(2)+3+♯4+5+♭7	C7(♯11)
Seventh add thirteenth [7(13)]	1+3+(5)+6+♭7	C7(13)
Seventh flatted fifth [7♭5]	1+3+♭5+♭7	C7(♭5)
Seventh flatted ninth [7(♭9)]	1+♭2+3+(5)+♭7	C7(♭9)
Seventh add flatted thirteenth [7(♭13)]	1+3+5+♭6+♭7	C7(♭13)
Seventh sharp ninth [7(♯9)]	1+♯2+3+(5)+♭7	C7(♯9)
Suspended fourth [sus4]	1+4+5	Csus4
One plus two plus five [sus2]	1+2+5	Csus2
cancel	1+♭2+2	Cancel

• Notes in parentheses can be omitted.

Reverb Block

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Reverb	Real Large Hall	Real reverb simulating the acoustics of a large sized hall.	1	32	REAL REVERB
	Real Medium Hall	Real reverb simulating the acoustics of a medium sized hall.	1	33	REAL REVERB
	Real Bright Hall	Real reverb simulating the acoustics of a bright sounding hall.	1	34	REAL REVERB
	Basic Hall	Reverb simulating the acoustics of a hall. Standard setting.	1	21	REVERB1
	Light Hall	Reverb simulating the acoustics of a hall. Light setting.	1	22	REVERB1
	Ballad Hall	Reverb simulating the acoustics of a hall. For ballad type music.	1	19	REVERB2
	Piano Hall	Reverb simulating the acoustics of a hall. For piano sound.	1	20	REVERB2
	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Vocal Hall 1	Reverb suitable for vocals.	1	27	REVERB1
	Vocal Hall 2		1	28	REVERB1
	Real Room	Real reverb simulating the acoustics of a room.	2	32	REAL REVERB
	Real Power Room	Real reverb simulating the acoustics of a room with powerful room reflections.	2	33	REAL REVERB
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Real Large Plate	Real reverb simulating a large plate reverb unit.	4	32	REAL REVERB
	Real Medium Plate	Real reverb simulating a medium sized plate reverb unit.	4	33	REAL REVERB
	Real Rattle Plate	Real reverb simulating a plate reverb unit with spring rattle.	4	34	REAL REVERB
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3
	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
	Large Hall	Reverb simulating the acoustics of a hall.	1	2	REVERB2
	Medium Hall		1	3	REVERB2
	Warm Room	Reverb simulating the acoustics of a warm room.	2	3	REVERB2
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Woody Room	Reverb simulating the acoustics of a wood-built room.	2	4	REVERB2
	Rich Plate	Reverb simulating a rich plate reverb unit.	4	1	REVERB2
---	No Effect	No effect.	0	0	NO EFFECT

Chorus Block

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2		66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1
	Rotary Speaker		69	16	ROTARY SPEAKER2
	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo		70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2		20	1	KARAOKE
	Karaoke 3		20	2	KARAOKE
	ER 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	ER 2		9	1	EARLY REFLECTION
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4		66	1	CHORUS
	Chorus 5		65	2	CHORUS
	Chorus 6		65	0	CHORUS
	Chorus 7		65	1	CHORUS
	Chorus 8		65	8	CHORUS
	Chorus Fast		65	16	CHORUS
	Chorus Lite		65	17	CHORUS
	GM Chorus 1		65	3	CHORUS
	GM Chorus 2		65	4	CHORUS
	GM Chorus 3		65	5	CHORUS
	GM Chorus 4		65	6	CHORUS
	Feedback Chorus		65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2		66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2		87	16	ENSEMBLE DETUNE
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3		67	17	FLANGER
	Flanger 4		67	1	FLANGER
	Flanger 5		67	0	FLANGER
	GM Flanger		67	7	FLANGER
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3		72	19	PHASER2

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Legacy	Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER
	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	E-Piano Phaser 3		72	16	PHASER1
	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1
	Pitch Change 2		80	0	PITCH CHANGE1
	Pitch Change 3		80	1	PITCH CHANGE2
	Dual Rotor Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	Dual Rotor Speaker 2		99	1	ROTARY SPEAKER1
	Rotary Speaker 2		71	17	AUTO PAN1
	Rotary Speaker 3		71	18	AUTO PAN1
	Rotary Speaker 4		70	17	TREMOLO
	Rotary Speaker 5		66	18	CHORUS
	Rotary Speaker 6		69	0	ROTARY SPEAKER2
	Rotary Speaker 7		71	22	AUTO PAN1
	2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo 3		70	0	TREMOLO
	Guitar Tremolo 1		71	20	AUTO PAN1
	Guitar Tremolo 2		70	19	TREMOLO
	Vibraphone Vibrate	Vibraphone effect.	119	0	VIBE VIBRATE
	Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1
	Auto Pan 3		71	1	AUTO PAN2
	E-Piano Auto Pan		71	21	AUTO PAN1
	Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2
Delay	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2		21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2		22	16	TEMPO CROSS DELAY
	Tempo Cross 3		22	17	TEMPO CROSS DELAY
	Tempo Cross 4		22	18	TEMPO CROSS DELAY
---	No Effect	No effect.	0	0	NO EFFECT

DSP1-9 Block

LCD Block Name	XG Block Name
DSP1	XG Variation Block
DSP2	XG Insertion1 Block
DSP3	XG Insertion2 Block
DSP4	XG Insertion3 Block
DSP5	XG Insertion4 Block
DSP6	XG Insertion5 Block
DSP7	XG Insertion6 Block (only for MIC & Song)
DSP8	XG Insertion7 Block (only for Style)
DSP9	XG Insertion8 Block (only for Style)

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Reverb	Hall 1	Reverb simulating the acoustics of a hall.	1	0	REVERB1
	Hall 2		1	16	REVERB1
	Hall 3		1	17	REVERB1
	Hall 4		1	18	REVERB1
	Hall 5		1	1	REVERB1
	Acoustic Room	Reverb simulating the acoustics of a room. Standard setting.	2	20	REVERB1
	Drums Room	Reverb simulating the acoustics of a room. For drum sounds.	2	21	REVERB1
	Stage	Reverb suitable for a solo instrument.	3	16	REVERB1
	Plate	Reverb simulating a plate reverb unit.	4	16	REVERB1
Modulation	Chorus 1	Conventional chorus program with rich, warm chorusing.	66	17	CHORUS
	Chorus 2		66	8	CHORUS
	Symphonic	Adds more stages to the modulation of Celeste.	68	16	SYMPHONIC
	VCM Flanger	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	1	VCM FLANGER
	Flanger	Creates a sound similar to that of a jet airplane.	67	8	FLANGER
	V Flanger	A simulation of an analog flanger effect. The LFO has a random setting.	104	0	V FLANGER
	Tempo Flanger	Tempo-synchronized flanger.	107	0	TEMPO FLANGER
	VCM Phaser	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	2	VCM PHASER MONO
	VCM Phaser Stereo	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	3	VCM PHASER STEREO
	Phaser	Cyclically modulates the phase to add modulation to the sound.	72	0	PHASER1
	Tempo Phaser	Tempo-synchronized phaser.	108	0	TEMPO PHASER
	E-Piano Phaser	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	17	PHASER1
	VCM Auto Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It cyclically changes the central frequency of the wah filter.	124	5	VCM AUTO WAH
	Auto Wah	Cyclically modulates the center frequency of a wah filter.	78	16	AUTO WAH
	Auto Wah + Distortion	Distortion can be applied to the output of Auto Wah.	78	17	AUTO WAH DISTORTION
	Tempo Auto Wah	Tempo-synchronized Auto Wah.	79	0	TEMPO AUTO WAH1
	VCM Touch Wah	This simulates an analog wah pedal effect, giving a strong vintage flavor to the sound. It changes the central frequency of the wah filter according to the input level.	125	2	VCM TOUCH WAH
	Touch Wah	Changes the center frequency of a wah filter according to the input level.	82	0	TOUCH WAH1
	Touch Wah + Distortion	Distortion can be applied to the output of Touch Wah.	82	16	TOUCH WAH1
	VCM Pedal Wah Basic	Vintage Wah which can be controlled by "Pedal Control" parameter. (See Effect Parameter List.)	125	1	VCM PEDAL WAH
	VCM Pedal Wah Disco		125	16	VCM PEDAL WAH
	Pedal Wah	Changes the center frequency of a wah filter according to "Pedal Control" parameter. (See Effect Parameter List.)	122	0	PEDAL WAH1
	Pedal Wah + Distortion	Distortion can be applied to the output of Pedal Wah.	122	1	PEDAL WAH2
	Dual Rotary Speaker Bright	Simulates a rotary speaker.	99	16	ROTARY SPEAKER1
	Dual Rotary Speaker Warm		99	17	ROTARY SPEAKER1
	Rotary Speaker		69	16	ROTARY SPEAKER2
	Tremolo	Rich Tremolo effect with both volume and pitch modulation.	70	16	TREMOLO
	E-Piano Tremolo		70	18	TREMOLO
	Tempo Tremolo	Tempo-synchronized rich Tremolo effect with both volume and pitch modulation.	120	0	TEMPO TREMOLO
	Auto Pan	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16	AUTO PAN1
	Tempo Auto Pan	Tempo-synchronized auto pan.	121	0	TEMPO AUTO PAN1
Legacy	Hall M	Reverb simulating the acoustics of a hall.	1	6	REVERB1
	Hall L		1	7	REVERB1
	Atmosphere Hall	A unique long reverb with atmosphere.	1	23	REVERB1
	Percussion Room	Reverb simulating the acoustics of a room. For percussion sounds.	2	22	REVERB1
	Room 1	Reverb simulating the acoustics of a room.	2	16	REVERB1
	Room 2		2	17	REVERB1
	Room 3		2	18	REVERB1
	Room 4		2	19	REVERB1
	Room 5		2	0	REVERB1
	Room 6		2	1	REVERB1
	Room 7		2	2	REVERB1
	Room S		2	5	REVERB1
	Room M		2	6	REVERB1
	Room L		2	7	REVERB1
	Stage 2	Reverb suitable for a solo instrument.	3	17	REVERB1
	Stage 3		3	0	REVERB1
	Stage 4		3	1	REVERB1
	Plate 2	Reverb simulating a plate reverb unit.	4	17	REVERB1
	Plate 3		4	0	REVERB1
	GM Plate		4	7	REVERB1
	Tunnel	Simulates a cylindrical space expanding to left and right.	17	0	REVERB3

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Legacy	Canyon	A hypothetical acoustic space which extends without limit.	18	0	REVERB3
	Basement	A bit of initial delay followed by reverb with a unique resonance.	19	0	REVERB3
	White Room	A unique short reverb with a bit of initial delay.	16	0	REVERB3
	Karaoke 1	Echo for karaoke.	20	0	KARAOKE
	Karaoke 2		20	1	KARAOKE
	Karaoke 3		20	2	KARAOKE
	ER 1	This effect isolates only the early reflection components of the reverb.	9	0	EARLY REFLECTION
	ER 2		9	1	EARLY REFLECTION
	Gate Reverb 1	Simulation of gated reverb.	10	0	GATE REVERB
	Gate Reverb 2		10	16	GATE REVERB
	Revers Gate	Simulation of gated reverb played back in reverse.	11	0	GATE REVERB
	Chorus 3	Conventional chorus program with rich, warm chorusing.	66	16	CHORUS
	Chorus 4		66	1	CHORUS
	Chorus 5		65	2	CHORUS
	Chorus 6	Conventional chorus program with rich, warm chorusing.	65	0	CHORUS
	Chorus 7		65	1	CHORUS
	Chorus 8		65	8	CHORUS
	Chorus Fast		65	16	CHORUS
	Chorus Lite		65	17	CHORUS
	GM Chorus 1		65	3	CHORUS
	GM Chorus 2		65	4	CHORUS
	GM Chorus 3		65	5	CHORUS
	GM Chorus 4		65	6	CHORUS
	Feedback Chorus		65	7	CHORUS
	Celeste 1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0	CHORUS
	Celeste 2		66	2	CHORUS
	Symphonic 2	Adds more stages to the modulation of Celeste.	68	0	SYMPHONIC
	Ensemble Detune 1	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0	ENSEMBLE DETUNE
	Ensemble Detune 2		87	16	ENSEMBLE DETUNE
	Ambience Chorus	Chorus which added early reflection sound.	65	9	AMBIENCE CHORUS
	Ambience Celeste	Celeste which added early reflection sound.	66	9	AMBIENCE CHORUS
	Ambience Symphonic	Symphonic which added early reflection sound.	68	9	AMBIENCE SYMPHONIC
	VCM Flanger 2	This simulates an analog flanger, giving a strong vintage flavor to the sound.	124	16	VCM FLANGER
	Flanger 2	Creates a sound similar to that of a jet airplane.	67	16	FLANGER
	Flanger 3		67	17	FLANGER
	Flanger 4		67	1	FLANGER
	Flanger 5		67	0	FLANGER
	GM Flanger		67	7	FLANGER
	Dynamic Flanger	Dynamically controlled flanger.	110	0	DYNAMIC FLANGER
	Ambience Flanger	Flanger which added early reflection sound.	67	9	AMBIENCE FLANGER
	VCM Phaser 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in mono.	124	17	VCM PHASER MONO
	VCM Phaser Stereo 2	This simulates an analog phaser, giving a strong vintage flavor to the sound. It is effective in stereo.	124	18	VCM PHASER STEREO
	VCM Phaser Stereo 3		124	19	VCM PHASER STEREO
	VCM Phaser Stereo 4		124	20	VCM PHASER STEREO
	Phaser 2	Cyclically modulates the phase to add modulation to the sound.	72	8	PHASER2
	Phaser 3		72	19	PHASER2
	Tempo Phaser 2	Tempo-synchronized phaser.	108	16	TEMPO PHASER
	E-Piano Phaser 2	Cyclically modulates the phase to add modulation to the sound. For electric piano.	72	18	PHASER1
	E-Piano Phaser 3		72	16	PHASER1
	Dynamic Phaser	Dynamically controlled phaser.	111	0	DYNAMIC PHASER
	V Distortion Warm	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	22	V DISTORTION
	V Distortion Classic Hard		98	23	V DISTORTION
	V Distortion Classic Soft		98	20	V DISTORTION
	V Distortion Metal		98	24	V DISTORTION
	V Distortion Edgy		98	19	V DISTORTION
	V Distortion Solid		98	25	V DISTORTION
	V Distortion Clean 1		98	17	V DISTORTION
	V Distortion Clean 2		98	26	V DISTORTION
	V Distortion Twin		98	16	V DISTORTION
	V Distortion Rockabilly		103	18	V DIST TEMPO DELAY
	V Distortion Jazz Clean		98	27	V DISTORTION
	V Distortion Fusion		103	19	V DIST TEMPO DELAY
	V Distortion Hard		98	0	V DISTORTION
	V Distortion Soft		98	2	V DISTORTION
	Stereo Amp Sim Clean	Stereo amp simulator.	75	27	STEREO AMP SIMULATOR
	Stereo Amp Sim BluesHarp		75	31	STEREO AMP SIMULATOR
	Distortion Hard 1	Hard-edge distortion.	75	16	AMP SIMULATOR1
	Distortion Hard 2		75	22	AMP SIMULATOR1
	Distortion Soft 1	Soft, warm distortion.	75	17	AMP SIMULATOR1
	Distortion Soft 2		75	23	AMP SIMULATOR1
	Distortion Heavy	Heavy distortion.	73	0	DISTORTION
	Overdrive	Adds mild distortion to the sound.	74	0	DISTORTION
	Stereo Distortion	Stereo distortion.	73	8	STEREO DISTORTION
	Stereo Overdrive	Stereo overdrive.	74	8	STEREO DISTORTION
	Stereo Distortion Hard	Hard-edge stereo distortion.	75	18	STEREO AMP SIMULATOR

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Legacy	Stereo Distortion Soft	Soft, warm soft distortion.	75	19	STEREO AMP SIMULATOR
	Amp Simulator 1	A simulation of a guitar amp.	75	0	AMP SIMULATOR1
	Amp Simulator 2		75	1	AMP SIMULATOR2
	Stereo Amp Simulator 1	Stereo amp simulator.	75	20	STEREO AMP SIMULATOR
	Stereo Amp Simulator 2		75	21	STEREO AMP SIMULATOR
	Stereo Amp Simulator 3		75	8	STEREO AMP SIMULATOR
	Stereo Amp Simulator 4		75	24	STEREO AMP SIMULATOR
	Stereo Amp Simulator 5		75	25	STEREO AMP SIMULATOR
	Stereo Amp Simulator 6		75	26	STEREO AMP SIMULATOR
	Distortion + Delay 1	Distortion and Delay are connected in series.	95	16	DISTORTION DELAY
	Distortion + Delay 2		95	0	DISTORTION DELAY
	Overdrive + Delay 1	Overdrive and Delay are connected in series.	95	17	DISTORTION DELAY
	Overdrive + Delay 2		95	1	DISTORTION DELAY
	Comp + Dist + Delay 1	Compressor, Distortion and Delay are connected in series.	96	16	COMP DIST DELAY
	Comp + Dist + Delay 2		96	0	COMP DIST DELAY
	Comp + OD + Delay 1	Compressor, Overdrive and Delay are connected in series.	96	17	COMP DIST DELAY
	Comp + OD + Delay 2		96	1	COMP DIST DELAY
	V Distortion Soft + Delay	V Distortion Soft and Delay are connected in series.	98	3	V DISTORTION DELAY
	V Dist Hard + Tmp Delay 1	V Distortion Hard and Tempo Delay are connected in series.	103	0	V DISTORTION DELAY
	V Dist Hard + Tmp Delay 2		103	17	V DISTORTION DELAY
	V Dist Soft + Tmp Delay 1	V Distortion Soft and Tempo Delay are connected in series.	103	1	V DISTORTION DELAY
	V Dist Soft + Tmp Delay 2		103	16	V DISTORTION DELAY
	Distortion + Tempo Delay	Distortion and Tempo Delay are connected in series.	100	0	DIST TEMPO DELAY
	Overdrive + Tempo Delay	Overdrive and Tempo Delay are connected in series.	100	1	DIST TEMPO DELAY
	Comp + Distortion 1	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16	COMP DISTORTION
	Comp + Distortion 2		73	1	COMP DISTORTION
	Comp + Dist + Tmp Delay	Compressor, Distortion and Tempo Delay are connected in series.	101	0	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 1	Compressor, Overdrive and Tempo Delay are connected in series.	101	1	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 2		101	16	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 3		101	17	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 4		101	18	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 5		101	19	COMP DIST TEMPO DELAY
	Comp + OD + Tmp Delay 6		101	20	COMP DIST TEMPO DELAY
	Pitch Change 1	Changes the pitch of the input signal.	80	16	PITCH CHANGE1
	Pitch Change 2		80	0	PITCH CHANGE1
	Pitch Change 3		80	1	PITCH CHANGE2
	Auto Wah 2	Cyclically modulates the center frequency of a wah filter.	78	0	AUTO WAH
	Auto Wah + Distortion 2	Distortion can be applied to the output of Auto Wah.	78	1	AUTO WAH DISTORTION
	Auto Wah + Dist Hard		78	21	AUTO WAH DISTORTION
	Auto Wah + Dist Heavy		78	23	AUTO WAH DISTORTION
	Auto Wah + Dist Lite		78	25	AUTO WAH DISTORTION
	Auto Wah + Overdrive 1	Overdrive distortion can be applied to the output of Auto Wah.	78	18	AUTO WAH DISTORTION
	Auto Wah + Overdrive 2		78	2	AUTO WAH DISTORTION
	Auto Wah + OD Hard		78	22	AUTO WAH DISTORTION
	Auto Wah + OD Heavy		78	24	AUTO WAH DISTORTION
	Auto Wah + OD Lite		78	26	AUTO WAH DISTORTION
	Tmp AutoWah + Dist	Tempo-synchronized Auto Wah. Distortion can be applied to the output.	79	1	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Hard		79	21	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Heavy		79	23	TEMPO AUTO WAH2
	Tmp AutoWah + Dist Lite		79	25	TEMPO AUTO WAH2
	Tmp AutoWah + OD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output.	79	2	TEMPO AUTO WAH2
	Tmp AutoWah + OD Hard		79	22	TEMPO AUTO WAH2
	Tmp AutoWah + OD Heavy		79	24	TEMPO AUTO WAH2
	Tmp AutoWah + OD Lite		79	26	TEMPO AUTO WAH2
	Touch Wah 2	Changes the center frequency of a wah filter according to the input level.	82	8	TOUCH WAH2
	Touch Wah 3		82	20	TOUCH WAH2
	Touch Wah + Distortion 2	Distortion can be applied to the output of Touch Wah.	82	1	TOUCH WAH1
	Touch Wah + Dist Hard		82	21	TOUCH WAH2
	Touch Wah + Dist Heavy		82	23	TOUCH WAH2
	Touch Wah + Dist Lite		82	25	TOUCH WAH2
	Touch Wah + Overdrive 1	Overdrive distortion can be applied to the output of Touch Wah.	82	17	TOUCH WAH2
	Touch Wah + Overdrive 2		82	2	TOUCH WAH2
	Touch Wah + OD Hard		82	22	TOUCH WAH2
	Touch Wah + OD Heavy		82	24	TOUCH WAH2
	Touch Wah + OD Lite		82	26	TOUCH WAH2
	Wah + Dist + Delay 1	Wah, Distortion and Delay are connected in series.	97	16	WAH DISTORTION DELAY
	Wah + Dist + Delay 2		97	0	WAH DISTORTION DELAY
	Wah + Dist + Tmp Delay	Wah, Distortion and Tempo Delay are connected in series.	102	0	WAH DIST TEMPO DELAY
	Wah + Overdrive + Delay 1	Wah, Overdrive and Delay are connected in series.	97	17	WAH DISTORTION DELAY
	Wah + Overdrive + Delay 2		97	1	WAH DISTORTION DELAY
	Wah + OD + Tmp Delay 1	Wah, Overdrive and Tempo Delay are connected in series.	102	1	WAH DIST TEMPO DELAY
	Wah + OD + Tmp Delay 2		102	16	WAH DIST TEMPO DELAY
	Clavi Touch Wah	Clavinet Touch Wah	82	18	TOUCH WAH2
	EP Touch Wah	EP Touch Wah	82	19	TOUCH WAH2

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Legacy	Pedal Wah + Dist Hard	Distortion can be applied to the output of Pedal Wah.	122	21	PEDAL WAH2
	Pedal Wah + Dist Heavy		122	23	PEDAL WAH2
	Pedal Wah + Dist Lite		122	25	PEDAL WAH2
	Pedal Wah + Overdrive	Overdrive distortion can be applied to the output of Pedal Wah.	122	2	PEDAL WAH2
	Pedal Wah + OD Hard		122	22	PEDAL WAH2
	Pedal Wah + OD Heavy		122	24	PEDAL WAH2
	Pedal Wah + OD Lite		122	26	PEDAL WAH2
	Multiband Compressor	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0	MULTI BAND COMP
	Compressor	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0	COMPRESSOR
	Noise Gate	Gates the input when the input signal falls below a specified level.	84	0	NOISE GATE
	Dual Rotor Speaker 1	Simulates a rotary speaker.	99	0	ROTARY SPEAKER1
	Dual Rotor Speaker 2		99	1	ROTARY SPEAKER1
	Rotary Speaker 2		71	17	AUTO PAN1
	Rotary Speaker 3		71	18	AUTO PAN1
	Rotary Speaker 4		70	17	TREMOLO
	Rotary Speaker 5		66	18	CHORUS
	Rotary Speaker 6		69	0	ROTARY SPEAKER2
	Rotary Speaker 7		71	22	AUTO PAN1
	2way Rotary Speaker		86	0	2WAY ROTARY SPEAKER
	Dist + Rotary SP	Distortion and rotary speaker connected in series.	69	1	DIST ROTARY SPEAKER
	Dist + 2way Rotary SP	Distortion and 2-way rotary speaker connected in series.	86	1	DIST 2WAY ROTARY SP
	OD + Rotary SP	Overdrive and rotary speaker connected in series.	69	2	DIST ROTARY SPEAKER
	OD + 2way Rotary SP	Overdrive and 2-way rotary speaker connected in series.	86	2	DIST 2WAY ROTARY SP
	Amp Sim + Rotary SP	Amp simulator and rotary speaker connected in series.	69	3	AMP ROTARY SPEAKER
	Amp Sim + 2way Rotary SP	Amp simulator and 2-way rotary speaker connected in series.	86	3	AMP 2WAY ROTARY SP
	Tremolo 2	Rich Tremolo effect with both volume and pitch modulation.	71	19	AUTO PAN1
	Tremolo 3		70	0	TREMOLO
	Guitar Tremolo 1		71	20	AUTO PAN1
	Guitar Tremolo 2		70	19	TREMOLO
	Vibraphone Vibrate	Vibraphone effect.	119	0	VIBE VIBRATE
	Auto Pan 2	Several panning effects that automatically shift the sound position (left, right, front, back).	71	0	AUTO PAN1
	Auto Pan 3		71	1	AUTO PAN2
	E-Piano Auto Pan		71	21	AUTO PAN1
	Tempo Auto Pan 2	Tempo-synchronized auto pan.	121	1	TEMPO AUTO PAN2
	EQ Disco	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16	3BAND EQ
	2Band EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0	2BAND EQ
	Stereo 3Band EQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.	76	18	3BAND EQ
	Harmonic Enhancer 1	Adds new harmonics to the input signal to make the sound stand out.	81	16	HARMONIC ENHANCER
	Harmonic Enhancer 2		81	0	HARMONIC ENHANCER
	Voice Cancel	Attenuates the vocal part of a CD or other source.	85	0	VOICE CANCELAR
	Ambience	Blurs the stereo positioning of the sound to add spatial width.	88	0	AMBIENCE
	Talking Modulation	Adds a vowel sound to the input signal.	93	0	TALKING MODULATION
	LO-FI	Degrades the audio quality of the input signal.	94	0	LO FI
	Dynamic Filter	Dynamically controlled filter.	109	0	DYNAMIC FILTER
	Dynamic Ring Modulator	Dynamically controlled Ring Modulator.	112	0	DYNAMIC RING MOD
	Ring Modulator	An effect that modifies the pitch by applying amplitude modulation to the frequency of the input.	113	0	RING MODULATOR
	Isolator	Controls the level of a specified frequency band of the input signal.	115	0	ISOLATOR
EQ & Comp	VCM Compressor	This simulates an analog compressor, giving a vintage flavor to the sound.	124	4	VCM COMPRESSOR
	Compressor Medium	Compressor with medium setting.	83	16	COMPRESSOR
	Compressor Heavy	Compressor with heavy setting.	83	17	COMPRESSOR
	Compressor Melody	Compressor for the Melody part.	105	16	MULTI BAND COMP
	Compressor Bass	Compressor for the Bass part.	105	17	MULTI BAND COMP
	EQ Telephone	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17	3BAND EQ
	3Band EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.	76	0	3BAND EQ
	Loop FX 1	Degrades the audio quality of the input signal.	94	16	LO FI
	Loop FX 2		94	17	LO FI
	LO-FI Drum 1	Degrades the audio quality of the input signal. Ideal for drum sounds.	94	18	LO FI
	LO-FI Drum 2		94	19	LO FI
	LO-FI Drum 3		76	19	3BAND EQ
	LO-FI Drum 4		76	20	3BAND EQ
Distortion	US Combo Twin	American combo amp simulator. Setting for typical sound.	99	32	US COMBO
	US Combo Rich Clean	American combo amp simulator. Setting for rich clean sound.	99	33	US COMBO
	US Combo Thin Clean	American combo amp simulator. Setting for thin clean sound.	99	34	US COMBO
	US Combo Crunch	American combo amp simulator. Setting for crunch sound.	99	35	US COMBO
	Jazz Combo Basic	Jazz combo amp simulator. Setting for basic sound.	100	32	JAZZ COMBO
	Jazz Combo Warm Chorus	Jazz combo amp simulator. Setting for warm chorus sound.	100	33	JAZZ COMBO
	US High Gain Dirty	American high gain amp simulator. Setting for dirty sound.	101	32	US HIGH GAIN
	US High Gain Riff	American high gain amp simulator. Setting for guitar riffs.	101	33	US HIGH GAIN
	US High Gain Burn	American high gain amp simulator. Setting for burn sound.	101	34	US HIGH GAIN
	US High Gain Solo	American high gain amp simulator. Setting for guitar solos.	101	35	US HIGH GAIN
	British Lead Dirty	British stack amp simulator. Setting for dirty sound.	102	32	BRITISH LEAD
	British Lead Drive	British stack amp simulator. Setting for overdrive sound.	102	33	BRITISH LEAD
	British Lead Gainer	British stack amp simulator. Setting for gainer sound.	102	34	BRITISH LEAD

Category	Type	Description	MSB	LSB	Effect Parameter (pages 46 – 59)
Distortion	British Lead Hard	British stack amp simulator. Setting for hard sound.	102	35	BRITISH LEAD
	Multi FX Distortion Solo	Multi effector for guitar. Setting for guitar solo.	95	32	MULTI FX
	Multi FX Distortion Basic	Multi effector for guitar. Setting for basic distortion.	95	33	MULTI FX
	Multi FX Overdrive Chorus	Multi effector for guitar. Setting for overdrive & chorus.	95	34	MULTI FX
	Multi FX Crunch Wah	Multi effector for guitar. Setting for crunch & wah.	95	35	MULTI FX
	Multi FX Oldies Delay	Multi effector for guitar. Setting for vintage delay.	95	36	MULTI FX
	Multi FX Vintage Echo	Multi effector for guitar. Setting for vintage echo.	95	37	MULTI FX
	Small Stereo Distortion	Stereo distortion for guitar. Setting for distortion sound.	96	32	SMALL STEREO DIST
	Small Stereo Overdrive	Stereo distortion for guitar. Setting for overdrive sound.	96	33	SMALL STEREO DIST
	Small Stereo Vintage Amp	Stereo distortion for guitar. Setting for vintage sound.	96	34	SMALL STEREO DIST
	Small Stereo Heavy Dist	Stereo distortion for guitar. Setting for heavy sound.	96	35	SMALL STEREO DIST
	British Combo Classic	British combo amp simulator. Setting for classic sound.	97	32	BRITISH COMBO
	British Combo Top Boost	British combo amp simulator. Setting for "TOP BOOST" sound.	97	33	BRITISH COMBO
	British Combo Custom	British combo amp simulator. Setting for custom sound.	97	34	BRITISH COMBO
	British Combo Heavy	British combo amp simulator. Setting for heavy sound.	97	35	BRITISH COMBO
	British Legend Blues	British stack amp simulator. Setting for blues sound.	98	32	BRITISH LEGEND
	British Legend Heavy1	British stack amp simulator. Setting for heavy sound 1.	98	33	BRITISH LEGEND
	British Legend Heavy2	British stack amp simulator. Setting for heavy sound 2.	98	34	BRITISH LEGEND
	British Legend Clean	British stack amp simulator. Setting for clean sound.	98	35	BRITISH LEGEND
	British Legend Dirty Clean	British stack amp simulator. Setting for crunch sound.	98	36	BRITISH LEGEND
	V Distortion Crunch	Distortion which simulates the sound of a vintage tube, fuzz effect, etc.	98	18	V DISTORTION
	V Distortion Blues		98	21	V DISTORTION
	Stereo Amp Sim Solid	Stereo amp simulator.	75	29	STEREO AMP SIMULATOR
	Stereo Amp Sim Crunch		75	30	STEREO AMP SIMULATOR
	Stereo Amp Sim Blues		75	28	STEREO AMP SIMULATOR
	V Distortion Hard + Delay	V Distortion Hard and Delay are connected in series.	98	1	V DISTORTION DELAY
Delay	Delay LCR 1	Produces three delayed sounds: L, R and C (center).	5	16	DELAY LCR
	Delay LCR 2		5	0	DELAY LCR
	Delay LR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0	DELAY LR
	Echo	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0	ECHO
	Cross Delay 1	The feedback of the two delayed sounds is crossed.	8	0	CROSS DELAY
	Cross Delay 2		8	16	CROSS DELAY
	Tempo Delay 1	Tempo-synchronized delay.	21	0	TEMPO DELAY
	Tempo Delay 2		21	16	TEMPO DELAY
	Tempo Echo	Tempo-synchronized echo.	21	8	TEMPO DELAY
	Tempo Cross 1	Tempo-synchronized cross delay.	22	0	TEMPO CROSS DELAY
	Tempo Cross 2		22	16	TEMPO CROSS DELAY
	Tempo Cross 3		22	17	TEMPO CROSS DELAY
	Tempo Cross 4		22	18	TEMPO CROSS DELAY
---	No Effect (*1)	No effect.	0	0	NO EFFECT
---	Through	Bypass without applying an effect.	64	0	THRU

*1 DSP1 only

- Parameters marked with a ● in the "Control" column can be controlled from an AC1 (assignable controller 1) etc. However, these only affect insertion type effects.
- Parameter 10 Dry/Wet only affects insertion type effects.

(*1) Reverb Block

(*2) Chorus Block, DSP1(Variation) Block and DSP2-9(Insertion) Block

REVERB

REAL REVERB

Block : Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	●
2						
3	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
4	High Damp Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
5						
6	High Ratio	0.0 – 1.0	0	10		
7						
8						
9						
10						
11						
12						
13	EQ Low Frequency	22Hz – 1.0kHz	1	34	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 18.0kHz	28	59	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

REVERB1

Block : Reverb, Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

REVERB2

Block : Reverb

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	●
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6						
7						
8						
9						
10						
11						
12						
13						
14	High Damp	0.1 – 1.0	1	10		
15						
16						

REVERB3

Block : Reverb, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Reverb Time	0.3s – 30.0s	0	69	Table#1	
2	Diffusion	0 – 10	0	10		
3	Initial Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
6	Width	0.5m – 30.2m (*1)	0	104	Table#4	
		0.5m – 10.2m (*2)	0	37		
7	Height	0.5m – 30.2m (*1)	0	104	Table#4	
		0.5m – 20.2m (*2)	0	73		
8	Depth	0.5m – 30.2m	0	104	Table#4	
9	Wall Vary	0 – 30	0	30		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Reverb Delay	0.1ms – 200.0ms (*1)	0	127	Table#2	
		0.1ms – 99.3ms (*2)	0	63		
12	Density	0 – 4	0	4		
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127		
14	High Damp	0.1 – 1.0	1	10		
15	Feedback Level	-63 – 0 – +63	1	127		
16						

DELAY

DELAY LCR

Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay	0.1ms – 1638.3ms	1	16383		
2	Rch Delay	0.1ms – 1638.3ms	1	16383		
3	Cch Delay	0.1ms – 1638.3ms	1	16383		
4	Feedback Delay	0.1ms – 1638.3ms	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	Cch Level	0 – 127	0	127		
7	High Damp	0.1 – 1.0	1	10		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DELAY LR

Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay	0.1ms – 1638.3ms	1	16383		
2	Rch Delay	0.1ms – 1638.3ms	1	16383		
3	Feedback Delay 1	0.1ms – 1638.3ms	1	16383		
4	Feedback Delay 2	0.1ms – 1638.3ms	1	16383		
5	Feedback Level	-63 – 0 – +63	1	127		
6	High Damp	0.1 – 1.0	1	10		
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ECHO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay1	0.1ms – 1486.0ms	1	14860		
2	Lch Feedback Level	-63 – 0 – +63	1	127		
3	Rch Delay1	0.1ms – 1486.0ms	1	14860		
4	Rch Feedback Level	-63 – 0 – +63	1	127		
5	High Damp	0.1 – 1.0	1	10		
6	Lch Delay2	0.1ms – 1486.0ms	1	14860		
7	Rch Delay2	0.1ms – 1486.0ms	1	14860		
8	Delay2 Level	0 – 127	0	127		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

CROSS DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	L->R Delay	0.1ms – 1486.0ms	1	14860		
2	R->L Delay	0.1ms – 1486.0ms	1	14860		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	High Damp	0.1 – 1.0	1	10		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

TEMPO DELAY
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	64th/3 – 4thx6	0	19	Table#5	
2	Feedback Level	-63 – 0 – +63	1	127		
3	Feedback High Dump	0.1 – 1.0	1	10		
4	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
5	Lag	-63ms – 0ms – 63ms	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40		
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58		
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

TEMPO CROSS DELAY
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time L>R	64th/3 – 4thx6	0	19	Table#5	
2	Delay Time R>L	64th/3 – 4thx6	0	19	Table#5	
3	Feedback Level	-63 – 0 – +63	1	127		
4	Input Select	L, R, L&R	0	2		
5	Feedback High Dump	0.1 – 1.0	1	10		
6	Lag	-63ms – 0ms – 63ms	1	127		
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40		
14	EQ Low Gain	-12dB – 0dB –+12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58		
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ER/KARAOKE

KARAOKE
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 400.0ms	0	127	Table#6	
2	Feedback Level	-63 – 0 – +63	1	127		
3	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Density	0 – 3	0	3		
12						
13						
14						
15						
16						

EARLY REFLECTION
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	S-H, L-H, Rdm, Rvs, Plt, Spr	0	5		
2	Room Size	0.1 – 20.0	0	127	Table#7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

GATE REVERB
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	TypeA, TypeB	0	1		
2	Room Size	0.1 – 20.0	0	127	Table#7	
3	Diffusion	0 – 10	0	10		
4	Initial Delay	0.1ms – 200.0ms	0	127	Table#2	
5	Feedback Level	-63 – 0 – +63	1	127		
6	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Liveness	0 – 10	0	10		
12	Density	0 – 3	0	3		
13	High Damp	0.1 – 1.0	1	10		
14						
15						
16						

CHORUS

CHORUS
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

SYMPHONIC
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Delay Offset	0.0ms – 50ms	0	127	Table#9	
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

ENSEMBLE DETUNE
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Detune	-50cent – 0cent – +50cent	14	114		
2	Lch Initial Delay	0.0ms – 50ms	0	127	Table#9	
3	Rch Initial Delay	0.0ms – 50ms	0	127	Table#9	
4						
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
12	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15						
16						

AMBIENCE CHORUS
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO PMod Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5	LFO AMod Depth	0 – 127	0	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Cho, Cho->Amb	0	1		

AMBIENCE SYMPHONIC
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Delay Offset	0.0ms – 50ms	0	127	Table#9	
4						
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	Ambience	0 – 127	0	127		
15						
16	Connect Mode	Amb->Sym, Sym->Amb	0	1		

FLANGER

FLANGER
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15						
16						

VCM FLANGER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.040Hz – 10.00Hz	0	235	Table#10	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Type	1 – 3	0	2		
6	Spread	0 – 127	0	127		
7	Mix	0 – 127	0	127		
8						
9						
10						
11						
12						
13						
14						
15						
16						

V FLANGER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	LFO Wave	Triangle, Sine, Random	0	2		
4	Delay Offset	0.09ms – 36.21ms	0	139	Table#11	
5	Feedback Level	-100% – 0% – +100%	0	200		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	Modulation Phase	-180deg – 0deg – +180deg	0	16	Table#12	
15	Feedback High Damp	0.1 – 1.0	1	10		
16	Analog Feel	0 – 10	0	10		

TEMPO FLANGER
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
15						
16						

DYNAMIC FLANGER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Delay Time Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9	Dyna Level Offset	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

AMBIENCE FLANGER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Delay Offset	0.0ms – 50ms	0	127	Table#9	
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Ambience	0 – 127	0	127		
16	Connect Mode	Amb->Flg, Flg->Amb	0	1		

PHASER

PHASER1
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	4 – 22	4	22		
12	Diffusion	Mono, Stereo	0	1		
13						
14						
15						
16						

PHASER2
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	3 – 11	3	11		
12						
13	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
14						
15						
16						

VCM PHASER MONO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table#15	●
2	Manual	0 – 127	0	127		
3	Depth	0 – 127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10, 12, 16	0	5		
6	Mode	1, 2, 3	0	2		
7	Color (*)	0 – 127	0	127		
8						
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective.
When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

VCM PHASER STEREO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 10.00Hz	0	252	Table#15	●
2	Manual	0 – 127	0	127		
3	Depth	0 –127	0	127		
4	Feedback	0 – 127	0	127		
5	Stage	4, 6, 8, 10	0	3		
6	Mode	1, 2	0	1		
7	Color (*)	0 – 127	0	127		
8	Spread	0 – 127	0	127		
9						
10						
11						
12						
13						
14						
15						
16						

(*) In the case of the following settings, Color is not effective.
When Stage is set to 4, 6 or 8 at Mode = 1, and 4 or 10 at Mode = 2.

TEMPO PHASER
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Phase Shift Offset	0 – 127	0	127		
4	Feedback Level	-63 – 0 – +63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Stage	3 – 11	3	11		
12						
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124		
14						
15						
16						

DYNAMIC PHASER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Dyna Level Offset	0 – 127	0	127		
3	Feedback Level	-63 – 0 – +63	1	127		
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Stage	4, 5, 6	4	6		
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DISTORTION/AMP SIMULATOR

V DISTORTION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

V DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Delay Time	64th/3 – 4thx6	0	19	Table#5	
7	Delay Feedback Level	-63 – 0 – +63	1	127		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

STEREO AMP SIMULATOR
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	AMP Type	Off, Stack, Combo, Tube	0	3		
3	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12						
13						
14						
15						
16						

AMP SIMULATOR1
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	AMP Type	Off, Stack, Combo, Tube	0	3		
3	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12						
13						
14						
15						
16						

DISTORTION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
3	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
8	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
9	EQ Mid Width	0.1 – 12.0	1	120		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12						
13						
14						
15						
16						

STEREO DISTORTION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
3	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
8	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
9	EQ Mid Width	0.1 – 12.0	1	120		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127	0	127		
12						
13						
14						
15						
16						

AMP SIMULATOR2
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	AMP Type	Off, Stack, Combo, Tube, Crunch, Hi-Gain, British	0	6		
3	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14						
15						
16						

DISTORTION DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Lch Delay Time	0.1ms – 1638.3ms	1	16383		
2	Rch Delay Time	0.1ms – 1638.3ms	1	16383		
3	Delay Feedback Time	0.1ms – 1638.3ms	1	16383		
4	Delay Feedback Level	-63 – 0 – +63	1	127		
5	Delay Mix	0 – 127	0	127		
6	Dist Drive	0 – 127	0	127		
7	Dist Output Level	0 – 127	0	127		
8	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
9	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

COMP DIST DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms – 1638.3ms	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Comp. Attack	1ms – 40ms	0	19	Table#16	
12	Comp. Release	10ms – 680ms	0	15	Table#17	
13	Comp. Threshold	-48dB – -6dB	79	121		
14	Comp. Ratio	1.0 – 20.0	0	7	Table#18	
15						
16						

V DISTORTION DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Overdrive	0% – 100%	0	100		
2	Device	Transistor, Vintage Tube, Dist1, Dist2, Fuzz	0	4		
3	Speaker Type	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5		
4	Presence	0 – 20	0	20		
5	Output Level	0% – 100%	0	100		
6	Delay Time L	0.1ms – 1638.3ms	1	16383		
7	Delay Time R	0.1ms – 1638.3ms	1	16383		
8	Delay Feedback Time	0.1ms – 1638.3ms	1	16383		
9	Delay Feedback Level	-63 – 0 – +63	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Delay Mix	0 – 127	0	127		
12	Feedback High Dump	0.1 – 1.0	1	10		
13						
14						
15						
16						

DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	64th/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

COMP DISTORTION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Drive	0 – 127	0	127		●
2	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
3	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
4	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
5	Output Level	0 – 127	0	127		
6						
7	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
8	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
9	EQ Mid Width	0.1 – 12.0	1	120		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Edge(Clip Curve)	0 – 127(mild – sharp)	0	127		
12	Attack	1ms – 40ms	0	19	Table#16	
13	Release	10ms – 680ms	0	15	Table#17	
14	Threshold	-48dB – -6dB	79	121		
15	Ratio	1.0 – 20.0	0	7	Table#18	
16						

COMP DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	64th/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Comp. Attack	1ms – 40ms	0	19	Table#16	
12	Comp. Release	10ms – 680ms	0	15	Table#17	
13	Comp. Threshold	-48dB – -6dB	79	121		
14	Comp. Ratio	1.0 – 20.0	0	7	Table#18	
15						
16						

MULTI FX
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. Sustain	Off, 0.1 – 10.0	0	100		
2	Wah SW	Off, Wah Pedal, Auto+ Full, Auto+ Mid, Auto+ Light, Auto- Full, Auto- Mid, Auto-Light	0	7		
3	Wah Pedal	0 – 127	0	127		●
4	Dist SW	Off, Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	0	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10			0	0		
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12	LFO Speed	0.1Hz – 9.925Hz	0	127	Table#19	
13	Phaser SW	Off, Standard, Wide, Vibe, Tremolo	0	4		
14	Delay SW	Off, Delay M, Echo1 M, Echo2 M, Chorus M, Dl Chorus M, Flanger1 M, Flanger2 M, Flanger3 M, Delay St, Echo1 St, Echo2 St, Chorus St, Dl Chorus St, Flanger1 St, Flanger2 St, Flanger3 St	0	16		
15	Delay Ctrl	0 – 127	0	127		
16	Delay Time	0 – 127	0	127		

SMALL STEREO DIST
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Comp. SW	Off, On	0	1		
2	Comp. Sustain	0.0 – 10.0	0	100		
3	Comp. Level	0.0 – 10.0	0	100		
4	Dist Type	Overdrive, Distortion1, Distortion2, Clean, Crunch, Hi-Gain, Modern	1	7		
5	Dist Drive	0.0 – 10.0	0	100		
6	Dist EQ	High Boost, Mid Boost, Mid Cut 1, Mid Cut 2, Mid Cut 3, Low Cut 1, Low Cut 2, High Cut, High/Low	0	8		
7	Dist Tone	0.0 – 10.0	0	100		
8	Dist Presence	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						●
11	Speaker Type	Off, Stack, Twin, Tweed, Oldies, Modern, Mean, Soft, Small, Dip1, Dip2, Metal, Light	0	12		
12						
13						
14						
15						
16						

BRITISH COMBO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Mode	Bright, Top Boost	0	1		
2	Normal	0.0 – 10.0	0	100		
3	Brilliant	0.0 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5						
6	Treble	0.0 – 10.0	0	100		
7	Cut	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		
10						●
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

BRITISH LEGEND
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	High, Low	0	1		
2	Preamp	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						●
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

US COMBO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Gain Boost	Low, High	0	1		
2	Volume	0.0 – 10.0	0	100		●
3	Low Cut	0.0 – 10.0	0	100		
4	Mid Cut	0.0 – 10.0	0	100		
5	Mid Width	0.0 – 10.0	0	100		
6	Mid Sweep	0.0 – 10.0	0	100		
7	High Cut	0.0 – 10.0	0	100		
8	Balance	0.0 – 10.0	0	100		
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Presence	0.0 – 10.0	0	100		
15						
16						

JAZZ COMBO
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Panning	0.0 – 10.0	0	100		
2	Volume	0.0 – 10.0	0	100		●
3	Distortion	Off, 0.1 – 10.0	0	100		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	High Treble	0.0 – 10.0	0	100		
8						
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14	Chorus	Off, Chorus, Vib	0	2		
15	Vib Speed	0.0 – 10.0	0	100		
16	Depth	0.0 – 10.0	0	100		

US HIGH GAIN
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Raw1, Vintage1, Modern1, Raw2, Vintage2, Modern2	0	5		
2	Gain	0.0 – 10.0	0	100		
3						
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

BRITISH LEAD
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Crunch, Hi-Gain, Lead	0	2		
2	Preamp	0.0 – 10.0	0	100		
3	Tone Shift	Normal, Loose, Tight	0	2		
4	Bass	0.0 – 10.0	0	100		
5	Middle	0.0 – 10.0	0	100		
6	Treble	0.0 – 10.0	0	100		
7	Presence	0.0 – 10.0	0	100		
8	Master Volume	0.0 – 10.0	0	100		●
9	Output	0 – 127	0	127		
10						
11	Speaker Type	Off, BS 4x12, AC 2x12, AC 1x12, AC 4x10, BC 2x12, AM 4x12, YC 4x12, JC 2x12, OC 2x12, OC 1x8	0	10		
12	Speaker Air	0 – 2	0	2		
13	Mic Position	Center, Edge	0	1		
14						
15						
16						

PITCH CHANGE

PITCH CHANGE1
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay	0.1ms – 400.0ms	0	127	Table#6	
3	Fine 1	-50 – 0 – +50	14	114		
4	Fine 2	-50 – 0 – +50	14	114		
5	Feedback Level	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Pan 1	L63 – C – R63	1	127		
12	Output Level 1	0 – 127	0	127		
13	Pan 2	L63 – C – R63	1	127		
14	Output Level 2	0 – 127	0	127		
15						
16						

PITCH CHANGE2
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pitch	-24 – 0 – +24	40	88		
2	Initial Delay	0.1ms – 400.0ms	0	127	Table#6	
3	Fine 1	-50cent – 0cent – +50cent	14	114		
4	Fine 2	-50cent – 0cent – +50cent	14	114		
5	Feedback Level	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Pan 1	L63 – C – R63	1	127		
12	Output Level 1	0 – 127	0	127		
13	Pan 2	L63 – C – R63	1	127		
14	Output Level 2	0 – 127	0	127		
15						
16						

AUTO WAH

AUTO WAH
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

VCM AUTO WAH
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Speed	0.100Hz – 20.00Hz	0	254	Table#20	●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +12.0	40	88		
5	LFO Wave	Sin, Trp	0	1		
6	Type	High, Mid, Low, Bass	0	3		
7	Overdrive	0.0dB – +40.0dB	0	80		
8	Output	-20.0dB – 0.0dB – +10.0dB	24	84		
9						
10						
11						
12						
13						
14						
15						
16						

AUTO WAH DISTORTION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 –127	0	127		
16						

TEMPO AUTO WAH1
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TEMPO AUTO WAH2
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	
2	LFO Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		●
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

TOUCH WAH/PEDAL WAH

TOUCH WAH1
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TOUCH WAH2
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB –+12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16	Release	10ms – 680ms	52	67	Table#21	

VCM TOUCH WAH
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +12.0	40	88		
5	Direction	Up, Down	0	1		
6	Type	High, Mid, Low, Bass	0	3		
7	Overdrive	0.0dB – +40.0dB	0	80		
8	Output	-20.0dB – 0.0dB – +10.0dB	24	84		
9						
10						
11	Attack Offset	-5 – 0 – +5	59	69		
12						
13						
14						
15						
16						

TOUCH WAH1
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

TOUCH WAH2
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		
2	Cutoff Frequency Offset	0 – 127	0	127		●
3	Resonance	1.0 – 12.0	10	120		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB –+12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16	Release	10ms – 680ms	52	67	Table#21	

WAH DISTORTION DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.1ms –1638.3ms	1	16383		
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table#21	
15						
16						

WAH DIST TEMPO DELAY
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	64th/3 – 4thx6	0	19	Table#5	
2	Delay Feedback Level	-63 – 0 – +63	1	127		
3	Delay Mix	0 – 127	0	127		
4	Dist Drive	0 – 127	0	127		
5	Dist Output Level	0 – 127	0	127		
6	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
7	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
8	L/R Diffusion	-63ms – 0ms – 63ms	1	127		
9	Lag	-63ms – 0ms – 63ms	1	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11	Wah Sensitivity	0 – 127	0	127		
12	Wah Cutoff Frequency Offset	0 – 127	0	127		
13	Wah Resonance	1.0 – 12.0	10	120		
14	Wah Release	10ms – 680ms	52	67	Table#21	
15						
16						

VCM PEDAL WAH
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Bottom	0 – 127	0	127		
3	Top	0 – 127	0	127		
4	Resonance Offset	-12.0 – 0.0 – +12.0	40	88		
5	Direction	Up, Down	0	1		
6	Type	High, Mid, Low, Bass	0	3		
7	Overdrive	0.0dB – +40.0dB	0	80		
8	Output	-20.0dB – 0.0dB – +10.0dB	24	84		
9						
10						
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

PEDAL WAH1
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12						
13						
14						
15						
16						

PEDAL WAH2
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Pedal Control	0 – 127	0	127		●
2	Depth	0 – 127	0	127		
3	Cutoff Frequency Offset	0 – 127	0	127		
4	Resonance	1.0 – 12.0	10	120		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	Drive	0 – 127	0	127		
12	Dist EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	Dist EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
14	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
15	Output Level	0 – 127	0	127		
16						

COMPRESSOR/NOISE GATE

COMPRESSOR
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#16	
2	Release	10ms – 680ms	0	15	Table#17	
3	Threshold	-48dB – -6dB	79	121		
4	Ratio	1.0 – 20.0	0	7	Table#18	
5	Output Level	0 – 127	0	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

MULTI BAND COMP
Block : DSP1(Variation), DSP2-9(Insertion), Master

No.	Parameter	Display	Min	Max	Table	Control
1	Type	Normal, Low, Mid, High, Low/High, Low/Mid, Mid/High, Full Bit, Wild, Attacky, Low End, Hard, Basic	0	12		
2	Threshold Offset	-32 – +32	32	96		●
3	Low Gain Offset	-63 – 0 – +63	1	127		
4	Mid Gain Offset	-63 – 0 – +63	1	127		
5	High Gain Offset	-63 – 0 – +63	1	127		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

VCM COMPRESSOR
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Input Level	-∞ – 0.00dB	0	200	Table#22	
2	Output Level	-∞ – 0.00dB	0	200	Table#22	
3	Ratio	2, 4, 8, 12, 20	0	4		
4	Attack	0.022ms – 50.40ms	0	200	Table#23	
5	Release	10.88ms – 544.22ms	0	200	Table#24	
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

NOISE GATE
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Attack	1ms – 40ms	0	19	Table#16	
2	Release	10ms – 680ms	0	15	Table#17	
3	Threshold	-72dB – -30dB	55	97		
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

ROTARY SPEAKER/AUTO PAN/TREMOLO

ROTARY SPEAKER1
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed Slow	0.00Hz – 2.65Hz	0	63	Table#8	
2	Horn Speed Slow	0.00Hz – 2.65Hz	0	63	Table#8	
3	Rotor Speed Fast	2.69Hz – 39.7Hz	64	127	Table#8	
4	Horn Speed Fast	2.69Hz – 39.7Hz	64	127	Table#8	
5	Slow-Fast Time of Rotor	0 – 127	0	127		
6	Slow-Fast Time of Horn	0 – 127	0	127		
7	Drive Low	0 – 127	0	127		
8	Drive High	0 – 127	0	127		
9	Low/High Balance	L63>H – L=H – L<H63	1	127		
10						
11	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
12	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
13	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
14	EQ High Gain	-12dB – 0dB – +12dB	52	76		
15	Mic L-R Angle	0deg – 180deg	0	60		
16	Speed Control	Slow, Fast	0	1		●

ROTARY SPEAKER2
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
2	LFO Depth	0 – 127	0	127		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

AUTO PAN1
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

TREMOLO
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	AM Depth	0 – 127	0	127		
3	PM Depth	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

2WAY ROTARY SPEAKER
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table#8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg(resolution=3deg.)	0	60		
13						
14						
15						
16						

DIST ROTARY SPEAKER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	LFO Depth	0 – 127	0	127		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

DIST 2WAY ROTARY SP
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table#8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg	0	60		
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

AMP ROTARY SPEAKER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	LFO Depth	0 – 127	0	127		
3	AMP Type	Off, Stack, Combo, Tube	0	3		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

AMP 2WAY ROTARY SP
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Rotor Speed	0.00Hz – 39.7Hz	0	127	Table#8	●
2	Drive Low	0 – 127	0	127		
3	Drive High	0 – 127	0	127		
4	Low/High Balance	L63>H – L=H – L<H63	1	127		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	Crossover Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	Mic L-R Angle	0deg – 180deg	0	60		
13	AMP Type	Off, Stack, Combo, Tube	0	3		
14	Drive	0 – 127	0	127		
15	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3	
16	Output Level	0 – 127	0	127		

VIBE VIBRATE
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Vibrate Speed	0.00Hz – 39.7Hz	0	127	Table#8	
2	Vibrate Depth(AM)	0 – 127	0	127		
3	Vibrate Depth(PM)	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16	Vibrate SW	Off, On	0	1		●

TEMPO TREMOLO
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	AM Depth	0 – 127	0	127		
3	PM Depth	0 – 127	0	127		
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14	LFO Phase Difference	-180deg – 0deg – +180deg(resolution=3deg.)	4	124		
15	Input Mode	Mono, Stereo	0	1		
16						

AUTO PAN2
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5	LFO Wave	0 – 28	0	28		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

TEMPO AUTO PAN1
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15						
16						

TEMPO AUTO PAN2
Block : Chorus, DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	LFO Frequency	16th – 4thx16	5	29	Table#5	●
2	L/R Depth	0 – 127	0	127		
3	F/R Depth	0 – 127	0	127		
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5		
5	LFO Wave	0 – 28	0	28		
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10						
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3	
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
13	EQ Mid Width	0.1 – 12.0	1	120		
14						
15	Input Mode	Mono, Stereo	0	1		
16						

EQ/ENHANCER

3BAND EQ
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table#3	
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76		
4	EQ Mid Width	0.1 – 12.0	1	120		
5	EQ High Gain	-12dB – 0dB – +12dB	52	76		
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3	
7	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
8						
9						
10						
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

2BAND EQ
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
2	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
3	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
4	EQ High Gain	-12dB – 0dB – +12dB	52	76		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

HARMONIC ENHANCER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	HPF Cutoff	500Hz – 16.0kHz	28	58		
2	Drive	0 – 127	0	127		
3	Mix Level	0 – 127	0	127		
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

MISC

VOICE CANCELAR
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11	Low Adjust	0 – 26	0	26		
12	High Adjust	0 – 26	0	26		
13						
14						
15						
16						

AMBIENCE
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Delay Time	0.0ms – 50ms	0	127	Table#9	
2	Output Phase	Normal, Inverse	0	1		
3						
4						
5						
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
9	EQ High Gain	-12dB – 0dB – +12dB	52	76		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		●
11						
12						
13						
14						
15						
16						

TALKING MODULATION
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Vowel	a, i, u, e, o	0	4		●
2	Move Speed	1 – 62	1	62		
3	Drive	0 – 127	0	127		
4	Output Level	0 – 127	0	127		
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

LO FI
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sampling Frequency Control	44.1kHz – 345Hz	0	127	Table#25	●
2	Word Length	1 – 127	1	127		
3	Output Gain	-6dB – +36dB	0	42		
4	LPF Cutoff	63Hz – 18kHz, Thru	10	60	Table#3	
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0	5		
6	LPF Resonance	1.0 – 12.0	10	120		
7	Bit Assign	0 – 6	0	6		
8	Emphasis	Off, On	0	1		
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13						
14						
15	Input Mode	Mono, Stereo	0	1		
16						

DYNAMIC FILTER
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Filter Type	LPF(12dB), LPF(18dB), LPF(24dB), HPF, BPF, BEF	0	5		
2	Sensitivity	0 – 127	0	127		●
3	Dyna Level Offset	0 – 127	0	127		
4	Resonance	-16 – +111	0	127		
5	Attack Time	0.3ms – 227ms	0	127	Table#13	
6	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
7	Release Curve	0 – 127	0	127		
8	Direction	Up, Down	0	1		
9	Dyna Threshold Level	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

DYNAMIC RING MOD
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	Sensitivity	0 – 127	0	127		●
2	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
3	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
4	Attack Time	0.3ms – 227ms	0	127	Table#13	
5	Release Time	2.6ms – 2171.4ms	0	127	Table#14	
6	Release Curve	0 – 127	0	127		
7	Direction	Up, Down	0	1		
8	Dyna Threshold Level	0 – 127	0	127		
9	Dyna Level Offset	0 – 127	0	127		
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

RING MODULATOR
Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	OSC Frequency Coarse	0.7Hz – 5002.6kHz	0	127	Table#26	●
2	OSC Frequency Fine	0 – 127	0	127		
3	LFO Wave	Triangle, Sine	0	1		
4	LFO Depth	0 – 127	0	127		
5	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8	
6	HPF Cutoff Frequency	Thru, 22Hz – 8.0kHz	0	52	Table#3	
7	LPF Cutoff Frequency	1.0kHz – 18kHz, Thru	34	60	Table#3	
8						
9						
10	Dry/Wet	D63>W – D=W – D<W63	1	127		
11						
12						
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76		
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76		

ISOLATOR

Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1	On/Off SW	Off, On	0	1		●
2	Low Level	0 – 127	0	127		
3	Mid Level	0 – 127	0	127		
4	High Level	0 – 127	0	127		
5	Low Mute	Off, On	0	1		
6	Mid Mute	Off, On	0	1		
7	High Mute	Off, On	0	1		
8						
9						
10						
11						
12						
13						
14						
15						
16						

NO EFFECT

Block : Reverb, Chorus, DSP1(Variation)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

THRU

Block : DSP1(Variation), DSP2-9(Insertion)

No.	Parameter	Display	Min	Max	Table	Control
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Table#1
Reverb Time [s]

Data	Value	Data	Value	Data	Value
0	0.3	32	3.5	64	17.0
1	0.4	33	3.6	65	18.0
2	0.5	34	3.7	66	19.0
3	0.6	35	3.8	67	20.0
4	0.7	36	3.9	68	25.0
5	0.8	37	4.0	69	30.0
6	0.9	38	4.1		
7	1.0	39	4.2		
8	1.1	40	4.3		
9	1.2	41	4.4		
10	1.3	42	4.5		
11	1.4	43	4.6		
12	1.5	44	4.7		
13	1.6	45	4.8		
14	1.7	46	4.9		
15	1.8	47	5.0		
16	1.9	48	5.5		
17	2.0	49	6.0		
18	2.1	50	6.5		
19	2.2	51	7.0		
20	2.3	52	7.5		
21	2.4	53	8.0		
22	2.5	54	8.5		
23	2.6	55	9.0		
24	2.7	56	9.5		
25	2.8	57	10.0		
26	2.9	58	11.0		
27	3.0	59	12.0		
28	3.1	60	13.0		
29	3.2	61	14.0		
30	3.3	62	15.0		
31	3.4	63	16.0		

Table#2
Delay Time (0.1 – 200.0 [ms])

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	50.5	64	100.8	96	151.2
1	1.7	33	52.0	65	102.4	97	152.8
2	3.2	34	53.6	66	104.0	98	154.4
3	4.8	35	55.2	67	105.6	99	155.9
4	6.4	36	56.8	68	107.1	100	157.5
5	8.0	37	58.3	69	108.7	101	159.1
6	9.5	38	59.9	70	110.3	102	160.6
7	11.1	39	61.5	71	111.9	103	162.2
8	12.7	40	63.1	72	113.4	104	163.8
9	14.3	41	64.6	73	115.0	105	165.4
10	15.8	42	66.2	74	116.6	106	166.9
11	17.4	43	67.8	75	118.2	107	168.5
12	19.0	44	69.4	76	119.7	108	170.1
13	20.6	45	70.9	77	121.3	109	171.7
14	22.1	46	72.5	78	122.9	110	173.2
15	23.7	47	74.1	79	124.4	111	174.8
16	25.3	48	75.7	80	126.0	112	176.4
17	26.9	49	77.2	81	127.6	113	178.0
18	28.4	50	78.8	82	129.2	114	179.5
19	30.0	51	80.4	83	130.7	115	181.1
20	31.6	52	81.9	84	132.3	116	182.7
21	33.2	53	83.5	85	133.9	117	184.3
22	34.7	54	85.1	86	135.5	118	185.8
23	36.3	55	86.7	87	137.0	119	187.4
24	37.9	56	88.2	88	138.6	120	189.0
25	39.5	57	89.8	89	140.2	121	190.6
26	41.0	58	91.4	90	141.8	122	192.1
27	42.6	59	93.0	91	143.3	123	193.7
28	44.2	60	94.5	92	144.9	124	195.3
29	45.7	61	96.1	93	146.5	125	196.9
30	47.3	62	97.7	94	148.1	126	198.4
31	48.9	63	99.3	95	149.6	127	200.0

Table#3
EQ Frequency [Hz]

Data	Value	Data	Value
0	THRU(20)	32	800
1	22	33	900
2	25	34	1.0k
3	28	35	1.1k
4	32	36	1.2k
5	36	37	1.4k
6	40	38	1.6k
7	45	39	1.8k
8	50	40	2.0k
9	56	41	2.2k
10	63	42	2.5k
11	70	43	2.8k
12	80	44	3.2k
13	90	45	3.6k
14	100	46	4.0k
15	110	47	4.5k
16	125	48	5.0k
17	140	49	5.6k
18	160	50	6.3k
19	180	51	7.0k
20	200	52	8.0k
21	225	53	9.0k
22	250	54	10.0k
23	280	55	11.0k
24	315	56	12.0k
25	355	57	14.0k
26	400	58	16.0k
27	450	59	18.0k
28	500	60	THRU(20.0k)
29	560		
30	630		
31	700		

Table#4
Reverb Width; Depth; Height [m]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.5	32	8.8	64	17.6	96	27.5
1	0.8	33	9.1	65	17.9	97	27.8
2	1.0	34	9.4	66	18.2	98	28.1
3	1.3	35	9.6	67	18.5	99	28.5
4	1.5	36	9.9	68	18.8	100	28.8
5	1.8	37	10.2	69	19.1	101	29.2
6	2.0	38	10.4	70	19.4	102	29.5
7	2.3	39	10.7	71	19.7	103	29.9
8	2.6	40	11.0	72	20.0	104	30.2
9	2.8	41	11.2	73	20.2		
10	3.1	42	11.5	74	20.5		
11	3.3	43	11.8	75	20.8		
12	3.6	44	12.1	76	21.1		
13	3.9	45	12.3	77	21.4		
14	4.1	46	12.6	78	21.7		
15	4.4	47	12.9	79	22.0		
16	4.6	48	13.1	80	22.4		
17	4.9	49	13.4	81	22.7		
18	5.2	50	13.7	82	23.0		
19	5.4	51	14.0	83	23.3		
20	5.7	52	14.2	84	23.6		
21	5.9	53	14.5	85	23.9		
22	6.2	54	14.8	86	24.2		
23	6.5	55	15.1	87	24.5		
24	6.7	56	15.4	88	24.9		
25	7.0	57	15.6	89	25.2		
26	7.2	58	15.9	90	25.5		
27	7.5	59	16.2	91	25.8		
28	7.8	60	16.5	92	26.1		
29	8.0	61	16.8	93	26.5		
30	8.3	62	17.1	94	26.8		
31	8.6	63	17.3	95	27.1		

Table#5
Tempo

Data	Value	Data	Value	Data	Value
0	64th/3	32	4thX19	64	4thX51
1	64th.	33	4thX20	65	4thX52
2	32th	34	4thX21	66	4thX53
3	32th/3	35	4thX22	67	4thX54
4	32th.	36	4thX23	68	4thX55
5	16th	37	4thX24	69	4thX56
6	16th/3	38	4thX25	70	4thX57
7	16th.	39	4thX26	71	4thX58
8	8th	40	4thX27	72	4thX59
9	8th/3	41	4thX28	73	4thX60
10	8th.	42	4thX29	74	4thX61
11	4th	43	4thX30	75	4thX62
12	4th/3	44	4thX31	76	4thX63
13	4th.	45	4thX32	77	4thX64
14	2nd	46	4thX33		
15	2nd/3	47	4thX34		
16	2nd.	48	4thX35		
17	4thX4	49	4thX36		
18	4thX5	50	4thX37		
19	4thX6	51	4thX38		
20	4thX7	52	4thX39		
21	4thX8	53	4thX40		
22	4thX9	54	4thX41		
23	4thX10	55	4thX42		
24	4thX11	56	4thX43		
25	4thX12	57	4thX44		
26	4thX13	58	4thX45		
27	4thX14	59	4thX46		
28	4thX15	60	4thX47		
29	4thX16	61	4thX48		
30	4thX17	62	4thX49		
31	4thX18	63	4thX50		

Table#6
Delay Time (0.1 – 400.0 [ms])

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	100.9	64	201.6	96	302.4
1	3.2	33	104.0	65	204.8	97	305.5
2	6.4	34	107.2	66	207.9	98	308.7
3	9.5	35	110.3	67	211.1	99	311.8
4	12.7	36	113.5	68	214.2	100	315.0
5	15.8	37	116.6	69	217.4	101	318.1
6	19.0	38	119.8	70	220.5	102	321.3
7	22.1	39	122.9	71	223.7	103	324.4
8	25.3	40	126.1	72	226.8	104	327.6
9	28.4	41	129.2	73	230.0	105	330.7
10	31.6	42	132.4	74	233.1	106	333.9
11	34.7	43	135.5	75	236.3	107	337.0
12	37.9	44	138.6	76	239.4	108	340.2
13	41.0	45	141.8	77	242.6	109	343.3
14	44.2	46	144.9	78	245.7	110	346.5
15	47.3	47	148.1	79	248.9	111	349.6
16	50.5	48	151.2	80	252.0	112	352.8
17	53.6	49	154.4	81	255.2	113	355.9
18	56.8	50	157.5	82	258.3	114	359.1
19	59.9	51	160.7	83	261.5	115	362.2
20	63.1	52	163.8	84	264.6	116	365.4
21	66.2	53	167.0	85	267.7	117	368.5
22	69.4	54	170.1	86	270.9	118	371.7
23	72.5	55	173.3	87	274.0	119	374.8
24	75.7	56	176.4	88	277.2	120	378.0
25	78.8	57	179.6	89	280.3	121	381.1
26	82.0	58	182.7	90	283.5	122	384.3
27	85.1	59	185.9	91	286.6	123	387.4
28	88.3	60	189.0	92	289.8	124	390.6
29	91.4	61	192.2	93	292.9	125	393.7
30	94.6	62	195.3	94	296.1	126	396.9
31	97.7	63	198.5	95	299.2	127	400.0

Table#7
Room Size

Data	Value	Data	Value	Data	Value	Data	Value
0	0.1	32	5.1	64	10.1	96	15.1
1	0.3	33	5.3	65	10.3	97	15.3
2	0.4	34	5.4	66	10.4	98	15.5
3	0.6	35	5.6	67	10.6	99	15.6
4	0.7	36	5.7	68	10.8	100	15.8
5	0.9	37	5.9	69	10.9	101	15.9
6	1.0	38	6.1	70	11.1	102	16.1
7	1.2	39	6.2	71	11.2	103	16.2
8	1.4	40	6.4	72	11.4	104	16.4
9	1.5	41	6.5	73	11.5	105	16.6
10	1.7	42	6.7	74	11.7	106	16.7
11	1.8	43	6.8	75	11.9	107	16.9
12	2.0	44	7.0	76	12.0	108	17.0
13	2.1	45	7.2	77	12.2	109	17.2
14	2.3	46	7.3	78	12.3	110	17.3
15	2.5	47	7.5	79	12.5	111	17.5
16	2.6	48	7.6	80	12.6	112	17.6
17	2.8	49	7.8	81	12.8	113	17.8
18	2.9	50	7.9	82	12.9	114	18.0
19	3.1	51	8.1	83	13.1	115	18.1
20	3.2	52	8.2	84	13.3	116	18.3
21	3.4	53	8.4	85	13.4	117	18.4
22	3.5	54	8.6	86	13.6	118	18.6
23	3.7	55	8.7	87	13.7	119	18.7
24	3.9	56	8.9	88	13.9	120	18.9
25	4.0	57	9.0	89	14.0	121	19.1
26	4.2	58	9.2	90	14.2	122	19.2
27	4.3	59	9.3	91	14.4	123	19.4
28	4.5	60	9.5	92	14.5	124	19.5
29	4.6	61	9.7	93	14.7	125	19.7
30	4.8	62	9.8	94	14.8	126	19.8
31	5.0	63	10.0	95	15.0	127	20.0

Table#8
LFO Frequency [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.00	32	1.35	64	2.69	96	8.41
1	0.04	33	1.39	65	2.78	97	8.75
2	0.08	34	1.43	66	2.86	98	9.08
3	0.13	35	1.47	67	2.94	99	9.42
4	0.17	36	1.51	68	3.03	100	9.76
5	0.21	37	1.56	69	3.11	101	10.1
6	0.25	38	1.60	70	3.20	102	10.8
7	0.29	39	1.64	71	3.28	103	11.4
8	0.34	40	1.68	72	3.37	104	12.1
9	0.38	41	1.72	73	3.45	105	12.8
10	0.42	42	1.77	74	3.53	106	13.5
11	0.46	43	1.81	75	3.62	107	14.1
12	0.51	44	1.85	76	3.70	108	14.8
13	0.55	45	1.89	77	3.87	109	15.5
14	0.59	46	1.94	78	4.04	110	16.2
15	0.63	47	1.98	79	4.21	111	16.8
16	0.67	48	2.02	80	4.37	112	17.5
17	0.72	49	2.06	81	4.54	113	18.2
18	0.76	50	2.10	82	4.71	114	19.5
19	0.80	51	2.15	83	4.88	115	20.9
20	0.84	52	2.19	84	5.05	116	22.2
21	0.88	53	2.23	85	5.22	117	23.6
22	0.93	54	2.27	86	5.38	118	24.9
23	0.97	55	2.31	87	5.55	119	26.2
24	1.01	56	2.36	88	5.72	120	27.6
25	1.05	57	2.40	89	6.06	121	28.9
26	1.09	58	2.44	90	6.39	122	30.3
27	1.14	59	2.48	91	6.73	123	31.6
28	1.18	60	2.52	92	7.07	124	33.0
29	1.22	61	2.57	93	7.40	125	34.3
30	1.26	62	2.61	94	7.74	126	37.0
31	1.30	63	2.65	95	8.08	127	39.7

Table#9
Modulation Delay Offset [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.0	32	3.2	64	6.4	96	9.6
1	0.1	33	3.3	65	6.5	97	9.7
2	0.2	34	3.4	66	6.6	98	9.8
3	0.3	35	3.5	67	6.7	99	9.9
4	0.4	36	3.6	68	6.8	100	10.0
5	0.5	37	3.7	69	6.9	101	11.1
6	0.6	38	3.8	70	7.0	102	12.2
7	0.7	39	3.9	71	7.1	103	13.3
8	0.8	40	4.0	72	7.2	104	14.4
9	0.9	41	4.1	73	7.3	105	15.5
10	1.0	42	4.2	74	7.4	106	17.1
11	1.1	43	4.3	75	7.5	107	18.6
12	1.2	44	4.4	76	7.6	108	20.2
13	1.3	45	4.5	77	7.7	109	21.8
14	1.4	46	4.6	78	7.8	110	23.3
15	1.5	47	4.7	79	7.9	111	24.9
16	1.6	48	4.8	80	8.0	112	26.5
17	1.7	49	4.9	81	8.1	113	28.0
18	1.8	50	5.0	82	8.2	114	29.6
19	1.9	51	5.1	83	8.3	115	31.2
20	2.0	52	5.2	84	8.4	116	32.8
21	2.1	53	5.3	85	8.5	117	34.3
22	2.2	54	5.4	86	8.6	118	35.9
23	2.3	55	5.5	87	8.7	119	37.5
24	2.4	56	5.6	88	8.8	120	39.0
25	2.5	57	5.7	89	8.9	121	40.6
26	2.6	58	5.8	90	9.0	122	42.2
27	2.7	59	5.9	91	9.1	123	43.7
28	2.8	60	6.0	92	9.2	124	45.3
29	2.9	61	6.1	93	9.3	125	46.9
30	3.0	62	6.2	94	9.4	126	48.4
31	3.1	63	6.3	95	9.5	127	50.0

Table#10
VCM Flanger Speed [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.040	64	0.247	128	0.988	192	3.953
1	0.042	65	0.252	129	1.009	193	4.037
2	0.045	66	0.258	130	1.030	194	4.122
3	0.047	67	0.263	131	1.051	195	4.206
4	0.050	68	0.268	132	1.072	196	4.290
5	0.053	69	0.273	133	1.093	197	4.374
6	0.055	70	0.281	134	1.125	198	4.500
7	0.058	71	0.287	135	1.146	199	4.584
8	0.060	72	0.292	136	1.167	200	4.668
9	0.063	73	0.300	137	1.199	201	4.752
10	0.066	74	0.308	138	1.220	202	4.879
11	0.068	75	0.313	139	1.251	203	5.005
12	0.071	76	0.321	140	1.272	204	5.131
13	0.074	77	0.326	141	1.304	205	5.215
14	0.076	78	0.334	142	1.335	206	5.341
15	0.079	79	0.342	143	1.367	207	5.467
16	0.081	80	0.347	144	1.409	208	5.552
17	0.084	81	0.357	145	1.430	209	5.720
18	0.087	82	0.363	146	1.451	210	5.804
19	0.089	83	0.373	147	1.493	211	5.972
20	0.092	84	0.379	148	1.514	212	6.056
21	0.095	85	0.389	149	1.556	213	6.224
22	0.097	86	0.400	150	1.577	214	6.309
23	0.100	87	0.405	151	1.619	215	6.477
24	0.102	88	0.415	152	1.661	216	6.645
25	0.105	89	0.426	153	1.682	217	6.813
26	0.108	90	0.431	154	1.724	218	6.897
27	0.110	91	0.442	155	1.766	219	7.066
28	0.113	92	0.452	156	1.808	220	7.234
29	0.116	93	0.463	157	1.851	221	7.402
30	0.118	94	0.473	158	1.893	222	7.570
31	0.121	95	0.484	159	1.935	223	7.738
32	0.124	96	0.494	160	1.977	224	7.907
33	0.126	97	0.505	161	2.019	225	8.075
34	0.129	98	0.515	162	2.061	226	8.243
35	0.131	99	0.526	163	2.103	227	8.411
36	0.134	100	0.536	164	2.145	228	8.580
37	0.137	101	0.547	165	2.187	229	8.748
38	0.139	102	0.563	166	2.250	230	9.000
39	0.145	103	0.573	167	2.292	231	9.168
40	0.147	104	0.589	168	2.334	232	9.337
41	0.150	105	0.599	169	2.397	233	9.589
42	0.152	106	0.615	170	2.460	234	9.757
43	0.158	107	0.626	171	2.502	235	10.00
44	0.160	108	0.636	172	2.565		
45	0.163	109	0.652	173	2.608		
46	0.168	110	0.668	174	2.671		
47	0.171	111	0.683	175	2.733		
48	0.173	112	0.704	176	2.776		
49	0.179	113	0.715	177	2.860		
50	0.181	114	0.725	178	2.902		
51	0.187	115	0.747	179	2.986		
52	0.189	116	0.757	180	3.028		
53	0.195	117	0.778	181	3.112		
54	0.197	118	0.789	182	3.154		
55	0.202	119	0.810	183	3.238		
56	0.208	120	0.831	184	3.323		
57	0.210	121	0.852	185	3.365		
58	0.216	122	0.862	186	3.449		
59	0.221	123	0.883	187	3.533		
60	0.226	124	0.904	188	3.617		
61	0.231	125	0.925	189	3.701		
62	0.237	126	0.946	190	3.785		
63	0.242	127	0.967	191	3.869		

Table#11
V-Flanger Delay Offset [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.09	37	1.24	74	7.74	111	23.91
1	0.11	38	1.30	75	8.13	112	24.35
2	0.13	39	1.37	76	8.54	113	24.79
3	0.15	40	1.44	77	8.97	114	25.23
4	0.18	41	1.51	78	9.41	115	25.66
5	0.20	42	1.59	79	9.85	116	26.10
6	0.22	43	1.67	80	10.29	117	26.54
7	0.24	44	1.76	81	10.73	118	26.98
8	0.27	45	1.84	82	11.17	119	27.42
9	0.29	46	1.94	83	11.61	120	27.86
10	0.31	47	2.04	84	12.05	121	28.30
11	0.34	48	2.14	85	12.49	122	28.74
12	0.36	49	2.25	86	12.93	123	29.18
13	0.38	50	2.36	87	13.37	124	29.62
14	0.40	51	2.48	88	13.81	125	30.06
15	0.42	52	2.61	89	14.24	126	30.50
16	0.43	53	2.74	90	14.68	127	30.94
17	0.46	54	2.88	91	15.12	128	31.38
18	0.48	55	3.03	92	15.56	129	31.82
19	0.51	56	3.18	93	16.00	130	32.25
20	0.53	57	3.34	94	16.44	131	32.69
21	0.56	58	3.51	95	16.88	132	33.13
22	0.59	59	3.69	96	17.32	133	33.57
23	0.62	60	3.87	97	17.76	134	34.01
24	0.65	61	4.07	98	18.20	135	34.45
25	0.68	62	4.28	99	18.64	136	34.89
26	0.72	63	4.49	100	19.08	137	35.33
27	0.76	64	4.72	101	19.52	138	35.77
28	0.79	65	4.96	102	19.96	139	36.21
29	0.83	66	5.21	103	20.40		
30	0.88	67	5.47	104	20.83		
31	0.92	68	5.75	105	21.27		
32	0.97	69	6.04	106	21.71		
33	1.02	70	6.35	107	22.15		
34	1.07	71	6.67	108	22.59		
35	1.12	72	7.01	109	23.03		
36	1.18	73	7.37	110	23.47		

Table#12
V-Flanger Modulation Phase [deg]

Data	Value
0	-180
1	-158
2	-135
3	-113
4	-90
5	-68
6	-45
7	-23
8	0
9	23
10	45
11	68
12	90
13	113
14	135
15	158
16	180

Table#13
Dyna Attack Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.3	32	54.0	64	112	96	170
1	0.9	33	56.0	65	114	97	172
2	1.8	34	58.0	66	116	98	174
3	2.7	35	60.0	67	118	99	176
4	3.6	36	61.0	68	120	100	178
5	5.4	37	63.0	69	121	101	180
6	7.2	38	65.0	70	123	102	181
7	9.0	39	67.0	71	125	103	183
8	10.0	40	69.0	72	127	104	185
9	12.0	41	70.0	73	129	105	187
10	14.0	42	72.0	74	130	106	189
11	16.0	43	74.0	75	132	107	190
12	18.0	44	76.0	76	134	108	192
13	20.0	45	78.0	77	136	109	194
14	21.0	46	80.0	78	138	110	196
15	23.0	47	81.0	79	140	111	198
16	25.0	48	83.0	80	141	112	200
17	27.0	49	85.0	81	143	113	201
18	29.0	50	87.0	82	145	114	203
19	30.0	51	89.0	83	147	115	205
20	32.0	52	90.0	84	149	116	207
21	34.0	53	92.0	85	150	117	209
22	36.0	54	94.0	86	152	118	210
23	38.0	55	96.0	87	154	119	212
24	40.0	56	98.0	88	156	120	214
25	41.0	57	100.0	89	158	121	216
26	43.0	58	101.0	90	160	122	218
27	45.0	59	103.0	91	161	123	220
28	47.0	60	105.0	92	163	124	221
29	49.0	61	107.0	93	165	125	223
30	50.0	62	109.0	94	167	126	225
31	52.0	63	110.0	95	169	127	227

Table#14
Dyna Release Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value
0	2.6	32	86.8	64	369.1	96	1064.0
1	3.0	33	91.2	65	390.8	97	1085.7
2	3.4	34	95.5	66	412.5	98	1107.4
3	3.9	35	99.8	67	434.2	99	1129.1
4	4.3	36	104.2	68	456.0	100	1150.8
5	4.7	37	108.5	69	477.7	101	1172.5
6	5.2	38	112.9	70	499.4	102	1194.3
7	5.6	39	117.2	71	521.1	103	1216.0
8	6.0	40	121.6	72	542.8	104	1237.7
9	6.5	41	125.9	73	564.5	105	1259.4
10	6.9	42	130.2	74	586.2	106	1281.1
11	7.3	43	134.6	75	608.0	107	1302.8
12	7.8	44	138.9	76	629.7	108	1346.3
13	8.2	45	143.3	77	651.4	109	1389.7
14	8.6	46	147.6	78	673.1	110	1433.1
15	13.0	47	152.0	79	694.8	111	1476.6
16	17.3	48	156.3	80	716.5	112	1520.0
17	21.7	49	160.6	81	738.3	113	1563.4
18	26.0	50	165.0	82	760.0	114	1606.8
19	30.4	51	169.3	83	781.7	115	1650.3
20	34.7	52	173.7	84	803.4	116	1693.7
21	39.0	53	178.0	85	825.1	117	1737.1
22	43.4	54	182.4	86	846.8	118	1780.6
23	47.7	55	186.7	87	868.5	119	1824.0
24	52.1	56	195.4	88	890.3	120	1867.4
25	56.4	57	217.1	89	912.0	121	1910.8
26	60.8	58	238.8	90	933.7	122	1954.3
27	65.1	59	260.5	91	955.4	123	1997.7
28	69.4	60	282.2	92	977.1	124	2041.1
29	73.8	61	304.0	93	998.8	125	2084.6
30	78.1	62	325.7	94	1020.5	126	2128.0
31	82.5	63	347.4	95	1042.3	127	2171.4

Table#15
VCM Phaser Speed [Hz]

Data	Value	Data	Value	Data	Value	Data	Value	Data	Value
0	0.100	51	0.265	102	0.668	153	1.682	204	4.206
1	0.103	52	0.271	103	0.683	154	1.703	205	4.290
2	0.105	53	0.276	104	0.694	155	1.724	206	4.374
3	0.108	54	0.281	105	0.704	156	1.767	207	4.458
4	0.110	55	0.287	106	0.715	157	1.808	208	4.500
5	0.113	56	0.289	107	0.725	158	1.829	209	4.584
6	0.116	57	0.294	108	0.747	159	1.872	210	4.668
7	0.118	58	0.300	109	0.758	160	1.893	211	4.752
8	0.121	59	0.308	110	0.768	161	1.935	212	4.837
9	0.124	60	0.310	111	0.789	162	1.977	213	4.921
10	0.126	61	0.318	112	0.799	163	2.000	214	5.047
11	0.129	62	0.323	113	0.810	164	2.040	215	5.131
12	0.131	63	0.329	114	0.831	165	2.082	216	5.215
13	0.134	64	0.334	115	0.841	166	2.124	217	5.299
14	0.137	65	0.342	116	0.862	167	2.145	218	5.383
15	0.139	66	0.347	117	0.873	168	2.187	219	5.551
16	0.142	67	0.357	118	0.894	169	2.229	220	5.636
17	0.145	68	0.363	119	0.904	170	2.271	221	5.720
18	0.147	69	0.368	120	0.925	171	2.313	222	5.804
19	0.150	70	0.373	121	0.936	172	2.355	223	5.888
20	0.152	71	0.379	122	0.957	173	2.397	224	6.056
21	0.155	72	0.389	123	0.967	174	2.439	225	6.140
22	0.158	73	0.394	124	0.988	175	2.503	226	6.224
23	0.160	74	0.400	125	1.000	176	2.544	227	6.393
24	0.163	75	0.410	126	1.030	177	2.587	228	6.477
25	0.166	76	0.415	127	1.051	178	2.629	229	6.561
26	0.168	77	0.426	128	1.062	179	2.671	230	6.729
27	0.171	78	0.431	129	1.083	180	2.734	231	6.813
28	0.173	79	0.442	130	1.104	181	2.776	232	6.981
29	0.179	80	0.447	131	1.125	182	2.860	233	7.066
30	0.181	81	0.457	132	1.146	183	2.902	234	7.234
31	0.184	82	0.463	133	1.167	184	2.944	235	7.318
32	0.187	83	0.473	134	1.188	185	2.986	236	7.486
33	0.192	84	0.478	135	1.209	186	3.028	237	7.654
34	0.195	85	0.489	136	1.230	187	3.070	238	7.774
35	0.200	86	0.499	137	1.251	188	3.154	239	7.907
36	0.202	87	0.510	138	1.272	189	3.196	240	8.075
37	0.205	88	0.515	139	1.304	190	3.280	241	8.159
38	0.210	89	0.526	140	1.325	191	3.323	242	8.327
39	0.213	90	0.536	141	1.346	192	3.365	243	8.496
40	0.218	91	0.547	142	1.367	193	3.449	244	8.664
41	0.221	92	0.557	143	1.410	194	3.491	245	8.832
42	0.226	93	0.568	144	1.430	195	3.575	246	9.000
43	0.229	94	0.578	145	1.451	196	3.659	247	9.168
44	0.234	95	0.589	146	1.472	197	3.701	248	9.337
45	0.237	96	0.599	147	1.493	198	3.785	249	9.505
46	0.242	97	0.610	148	1.535	199	3.827	250	9.673
47	0.247	98	0.620	149	1.556	200	3.911	251	9.841
48	0.250	99	0.631	150	1.577	201	3.995	252	10.00
49	0.255	100	0.641	151	1.619	202	4.080		
50	0.260	101	0.652	152	1.640	203	4.122		

Table#16
Compressor Attack Time [ms]

Data	Value
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	12
11	14
12	16
13	18
14	20
15	23
16	26
17	30
18	35
19	40

Table#17
Compressor Release Time [ms]

Data	Value
0	10
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9	100
10	115
11	140
12	170
13	230
14	340
15	680

Table#18
Compressor Ratio

Data	Value
0	1.0
1	1.5
2	2.0
3	3.0
4	5.0
5	7.0
6	10.0
7	20.0

Table#19
EgMultiFx LFO Freq [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.100	32	0.318	64	1.009	96	3.238
1	0.103	33	0.329	65	1.051	97	3.365
2	0.105	34	0.342	66	1.093	98	3.491
3	0.110	35	0.352	67	1.125	99	3.617
4	0.113	36	0.368	68	1.167	100	3.743
5	0.118	37	0.379	69	1.22	101	3.869
6	0.124	38	0.394	70	1.262	102	4.037
7	0.129	39	0.410	71	1.304	103	4.164
8	0.131	40	0.426	72	1.346	104	4.332
9	0.137	41	0.442	73	1.409	105	4.500
10	0.142	42	0.457	74	1.451	106	4.668
11	0.147	43	0.473	75	1.514	107	4.837
12	0.152	44	0.489	76	1.556	108	5.005
13	0.158	45	0.51	77	1.619	109	5.173
14	0.166	46	0.526	78	1.682	110	5.383
15	0.171	47	0.547	79	1.745	111	5.552
16	0.176	48	0.568	80	1.808	112	5.804
17	0.184	49	0.589	81	1.872	113	5.972
18	0.192	50	0.61	82	1.956	114	6.224
19	0.197	51	0.631	83	2.019	115	6.393
20	0.205	52	0.657	84	2.103	116	6.645
21	0.213	53	0.673	85	2.166	117	6.897
22	0.221	54	0.704	86	2.25	118	7.15
23	0.229	55	0.725	87	2.334	119	7.402
24	0.237	56	0.757	88	2.418	120	7.738
25	0.247	57	0.789	89	2.502	121	7.991
26	0.255	58	0.81	90	2.608	122	8.327
27	0.265	59	0.841	91	2.692	123	8.58
28	0.276	60	0.873	92	2.776	124	8.916
29	0.284	61	0.904	93	2.902	125	9.253
30	0.294	62	0.946	94	2.986	126	9.589
31	0.308	63	0.978	95	3.112	127	9.925

Table#20
VCM Phaser Speed [Hz]

Data	Value	Data	Value	Data	Value	Data	Value	Data	Value
0	0.100	51	0.294	102	0.852	153	2.460	204	7.066
1	0.103	52	0.302	103	0.873	154	2.502	205	7.234
2	0.105	53	0.308	104	0.883	155	2.566	206	7.402
3	0.108	54	0.315	105	0.904	156	2.608	207	7.570
4	0.110	55	0.321	106	0.935	157	2.671	208	7.654
5	0.113	56	0.326	107	0.946	158	2.734	209	7.823
6	0.116	57	0.334	108	0.967	159	2.776	210	7.991
7	0.118	58	0.342	109	0.988	160	2.818	211	8.159
8	0.121	59	0.347	110	0.999	161	2.902	212	8.327
9	0.124	60	0.357	111	1.020	162	2.944	213	8.496
10	0.126	61	0.363	112	1.051	163	3.028	214	8.748
11	0.129	62	0.368	113	1.072	164	3.070	215	8.916
12	0.131	63	0.379	114	1.093	165	3.154	216	9.084
13	0.134	64	0.384	115	1.115	166	3.196	217	9.253
14	0.137	65	0.394	116	1.136	167	3.280	218	9.505
15	0.139	66	0.405	117	1.157	168	3.336	219	9.673
16	0.142	67	0.410	118	1.188	169	3.407	220	9.841
17	0.145	68	0.421	119	1.209	170	3.491	221	10.09
18	0.147	69	0.426	120	1.241	171	3.575	222	10.26
19	0.152	70	0.436	121	1.262	172	3.659	223	10.51
20	0.155	71	0.447	122	1.293	173	3.701	224	10.77
21	0.157	72	0.457	123	1.314	174	3.785	225	10.93
22	0.163	73	0.463	124	1.346	175	3.869	226	11.10
23	0.166	74	0.473	125	1.367	176	3.953	227	11.44
24	0.168	75	0.484	126	1.409	177	4.037	228	11.61
25	0.173	76	0.494	127	1.430	178	4.122	229	11.94
26	0.176	77	0.505	128	1.451	179	4.206	230	12.11
27	0.179	78	0.515	129	1.493	180	4.290	231	12.45
28	0.184	79	0.526	130	1.514	181	4.374	232	12.62
29	0.187	80	0.536	131	1.556	182	4.500	233	12.95
30	0.189	81	0.547	132	1.598	183	4.584	234	13.29
31	0.195	82	0.563	133	1.619	184	4.668	235	13.46
32	0.200	83	0.573	134	1.661	185	4.795	236	13.79
33	0.202	84	0.584	135	1.703	186	4.879	237	13.96
34	0.208	85	0.599	136	1.724	187	4.963	238	14.30
35	0.210	86	0.610	137	1.766	188	5.090	239	14.64
36	0.216	87	0.620	138	1.808	189	5.173	240	14.97
37	0.221	88	0.636	139	1.851	190	5.299	241	15.31
38	0.226	89	0.652	140	1.872	191	5.383	242	15.65
39	0.231	90	0.662	141	1.914	192	5.552	243	15.98
40	0.234	91	0.673	142	1.956	193	5.636	244	16.32
41	0.239	92	0.694	143	1.999	194	5.720	245	16.65
42	0.244	93	0.704	144	2.040	195	5.888	246	16.99
43	0.250	94	0.725	145	2.082	196	5.972	247	17.33
44	0.255	95	0.736	146	2.124	197	6.140	248	17.66
45	0.260	96	0.747	147	2.166	198	6.224	249	18.00
46	0.265	97	0.768	148	2.229	199	6.393	250	18.34
47	0.271	98	0.778	149	2.250	200	6.477	251	18.84
48	0.276	99	0.799	150	2.313	201	6.665	252	19.18
49	0.284	100	0.820	151	2.355	202	6.813	253	19.51
50	0.289	101	0.831	152	2.397	203	6.897	254	20.00

Table#21
Wah Release Time [ms]

Data	Value
0	10
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9	100
10	115
11	140
12	170
13	230
14	340
15	680

Table#22
VCM Comp Level [dB]

Data	Value	Data	Value	Data	Value	Data	Value	Data	Value
0	-∞	41	-41.29	82	-23.23	123	-12.67	164	-5.17
1	-138.0	42	-40.67	83	-22.92	124	-12.46	165	-5.01
2	-120.0	43	-40.05	84	-22.61	125	-12.25	166	-4.86
3	-109.4	44	-39.45	85	-22.30	126	-12.04	167	-4.70
4	-101.9	45	-38.87	86	-21.99	127	-11.83	168	-4.54
5	-96.12	46	-38.30	87	-21.69	128	-11.63	169	-4.39
6	-91.37	47	-37.74	88	-21.39	129	-11.43	170	-4.23
7	-87.36	48	-37.19	89	-21.10	130	-11.23	171	-4.08
8	-83.88	49	-36.65	90	-20.81	131	-11.03	172	-3.93
9	-80.81	50	-36.12	91	-20.52	132	-10.83	173	-3.78
10	-78.06	51	-35.61	92	-20.23	133	-10.63	174	-3.63
11	-75.58	52	-35.10	93	-19.95	134	-10.44	175	-3.48
12	-73.31	53	-34.61	94	-19.67	135	-10.24	176	-3.33
13	-71.23	54	-34.12	95	-19.40	136	-10.05	177	-3.18
14	-69.29	55	-33.64	96	-19.13	137	-9.86	178	-3.04
15	-67.50	56	-33.17	97	-18.86	138	-9.67	179	-2.89
16	-65.81	57	-32.71	98	-18.59	139	-9.48	180	-2.75
17	-64.23	58	-32.26	99	-18.32	140	-9.29	181	-2.60
18	-62.75	59	-31.81	100	-18.06	141	-9.11	182	-2.46
19	-61.34	60	-31.37	101	-17.80	142	-8.92	183	-2.31
20	-60.00	61	-30.94	102	-17.55	143	-8.74	184	-2.17
21	-58.73	62	-30.52	103	-17.29	144	-8.56	185	-2.03
22	-57.52	63	-30.10	104	-17.04	145	-8.38	186	-1.89
23	-56.36	64	-29.69	105	-16.79	146	-8.20	187	-1.75
24	-55.25	65	-29.29	106	-16.54	147	-8.02	188	-1.61
25	-54.19	66	-28.89	107	-16.30	148	-7.85	189	-1.47
26	-53.16	67	-28.50	108	-16.06	149	-7.67	190	-1.34
27	-52.18	68	-28.11	109	-15.82	150	-7.50	191	-1.20
28	-51.23	69	-27.73	110	-15.58	151	-7.32	192	-1.06
29	-50.32	70	-27.36	111	-15.34	152	-7.15	193	-0.93
30	-49.43	71	-26.99	112	-15.11	153	-6.98	194	-0.79
31	-48.58	72	-26.62	113	-14.88	154	-6.81	195	-0.66
32	-47.75	73	-26.26	114	-14.65	155	-6.64	196	-0.53
33	-46.95	74	-25.91	115	-14.42	156	-6.47	197	-0.39
34	-46.17	75	-25.56	116	-14.19	157	-6.31	198	-0.26
35	-45.42	76	-25.21	117	-13.97	158	-6.14	199	-0.13
36	-44.68	77	-24.87	118	-13.75	159	-5.98	200	0.00
37	-43.97	78	-24.54	119	-13.53	160	-5.81		
38	-43.27	79	-24.20	120	-13.31	161	-5.65		
39	-42.60	80	-23.88	121	-13.09	162	-5.49		
40	-41.94	81	-23.55	122	-12.88	163	-5.33		

Table#23
VCM Comp Attack Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value	Data	Value
0	0.022	41	0.982	82	5.445	123	14.97	164	30.70
1	0.023	42	1.041	83	5.611	124	15.27	165	31.17
2	0.024	43	1.103	84	5.781	125	15.58	166	31.64
3	0.025	44	1.167	85	5.954	126	15.90	167	32.12
4	0.026	45	1.233	86	6.130	127	16.21	168	32.60
5	0.028	46	1.301	87	6.309	128	16.53	169	33.09
6	0.031	47	1.372	88	6.491	129	16.86	170	33.58
7	0.035	48	1.444	89	6.677	130	17.18	171	34.07
8	0.039	49	1.520	90	6.865	131	17.52	172	34.57
9	0.045	50	1.597	91	7.057	132	17.85	173	35.08
10	0.051	51	1.677	92	7.252	133	18.19	174	35.59
11	0.059	52	1.759	93	7.450	134	18.53	175	36.10
12	0.068	53	1.844	94	7.651	135	18.88	176	36.62
13	0.077	54	1.931	95	7.855	136	19.23	177	37.14
14	0.088	55	2.021	96	8.063	137	19.59	178	37.67
15	0.101	56	2.113	97	8.274	138	19.95	179	38.20
16	0.114	57	2.207	98	8.489	139	20.31	180	38.73
17	0.129	58	2.304	99	8.706	140	20.68	181	39.27
18	0.146	59	2.404	100	8.927	141	21.05	182	39.82
19	0.163	60	2.506	101	9.151	142	21.42	183	40.36
20	0.182	61	2.611	102	9.379	143	21.80	184	40.92
21	0.203	62	2.718	103	9.610	144	22.18	185	41.48
22	0.225	63	2.828	104	9.844	145	22.57	186	42.04
23	0.249	64	2.941	105	10.09	146	22.96	187	42.61
24	0.274	65	3.056	106	10.33	147	23.36	188	43.18
25	0.301	66	3.174	107	10.57	148	23.75	189	43.75
26	0.330	67	3.295	108	10.82	149	24.16	190	44.33
27	0.360	68	3.418	109	11.07	150	24.56	191	44.92
28	0.393	69	3.544	110	11.33	151	24.97	192	45.51
29	0.426	70	3.673	111	11.59	152	25.39	193	46.10
30	0.462	71	3.805	112	11.85	153	25.81	194	46.70
31	0.500	72	3.940	113	12.11	154	26.23	195	47.31
32	0.539	73	4.077	114	12.38	155	26.66	196	47.91
33	0.580	74	4.217	115	12.66	156	27.09	197	48.53
34	0.623	75	4.361	116	12.93	157	27.53	198	49.15
35	0.668	76	4.507	117	13.21	158	27.97	199	49.77
36	0.716	77	4.656	118	13.50	159	28.41	200	50.40
37	0.765	78	4.807	119	13.78	160	28.86		
38	0.816	79	4.962	120	14.07	161	29.31		
39	0.869	80	5.120	121	14.37	162	29.77		
40	0.924	81	5.281	122	14.67	163	30.23		

Table#24
VCM Comp Release Time [ms]

Data	Value	Data	Value	Data	Value	Data	Value	Data	Value
0	10.88	41	33.30	82	100.54	123	212.60	164	369.50
1	10.90	42	34.40	83	102.74	124	215.90	165	373.88
2	10.94	43	35.54	84	104.96	125	219.22	166	378.30
3	11.00	44	36.70	85	107.22	126	222.56	167	382.74
4	11.10	45	37.88	86	109.50	127	225.94	168	387.20
5	11.22	46	39.10	87	111.80	128	229.34	169	391.70
6	11.36	47	40.34	88	114.14	129	232.76	170	396.22
7	11.54	48	41.60	89	116.50	130	236.22	171	400.76
8	11.74	49	42.90	90	118.88	131	239.70	172	405.34
9	11.96	50	44.22	91	121.30	132	243.20	173	409.94
10	12.22	51	45.56	92	123.74	133	246.74	174	414.56
11	12.50	52	46.94	93	126.20	134	250.30	175	419.22
12	12.80	53	48.34	94	128.70	135	253.88	176	423.90
13	13.14	54	49.76	95	131.22	136	257.50	177	428.60
14	13.50	55	51.22	96	133.76	137	261.14	178	433.34
15	13.88	56	52.70	97	136.34	138	264.80	179	438.10
16	14.30	57	54.20	98	138.94	139	268.50	180	442.88
17	14.74	58	55.74	99	141.56	140	272.22	181	447.70
18	15.20	59	57.30	100	144.22	141	275.96	182	452.54
19	15.70	60	58.88	101	146.90	142	279.74	183	457.40
20	16.22	61	60.50	102	149.60	143	283.54	184	462.30
21	16.76	62	62.14	103	152.34	144	287.36	185	467.22
22	17.34	63	63.80	104	155.10	145	291.22	186	472.16
23	17.94	64	65.50	105	157.88	146	295.10	187	477.14
24	18.56	65	67.22	106	160.70	147	299.00	188	482.14
25	19.22	66	68.96	107	163.54	148	302.94	189	487.16
26	19.90	67	70.74	108	166.40	149	306.90	190	492.22
27	20.60	68	72.54	109	169.30	150	310.88	191	497.30
28	21.34	69	74.36	110	172.22	151	314.90	192	502.40
29	22.10	70	76.22	111	175.16	152	318.94	193	507.54
30	22.88	71	78.10	112	178.14	153	323.00	194	512.70
31	23.70	72	80.00	113	181.14	154	327.10	195	517.88
32	24.54	73	81.94	114	184.16	155	331.22	196	523.10
33	25.40	74	83.90	115	187.22	156	335.36	197	528.34
34	26.30	75	85.88	116	190.30	157	339.54	198	533.60
35	27.22	76	87.90	117	193.40	158	343.74	199	538.90
36	28.16	77	89.94	118	196.54	159	347.96	200	544.22
37	29.14	78	92.00	119	199.70	160	352.22		
38	30.14	79	94.10	120	202.88	161	356.50		
39	31.16	80	96.22	121	206.10	162	360.80		
40	32.22	81	98.36	122	209.34	163	365.14		

Table#25
LO-FI Sampling Frequency Control [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	44.1k	32	1.34k	64	678.0	96	455.0
1	22.1k	33	1.30k	65	668.0	97	450.0
2	14.7k	34	1.26k	66	658.0	98	445.0
3	11.0k	35	1.23k	67	649.0	99	441.0
4	8.8k	36	1.19k	68	639.0	100	437.0
5	7.4k	37	1.16k	69	630.0	101	432.0
6	6.3k	38	1.13k	70	621.0	102	428.0
7	5.5k	39	1.10k	71	613.0	103	424.0
8	4.9k	40	1.08k	72	604.0	104	420.0
9	4.4k	41	1.05k	73	596.0		
10	4.0k	42	1.03k	74	588.0		
11	3.7k	43	1.00k	75	580.0		
12	3.4k	44	980.0	76	573.0		
13	3.2k	45	959.0	77	565.0		
14	2.9k	46	938.0	78	558.0		
15	2.8k	47	919.0	79	551.0		
16	2.6k	48	900.0	80	544.0		
17	2.5k	49	882.0	81	538.0		
18	2.3k	50	865.0	82	531.0		
19	2.2k	51	848.0	83	525.0		
20	2.1k	52	832.0	84	519.0		
21	2.0k	53	817.0	85	513.0		
22	1.92k	54	802.0	86	507.0		
23	1.84k	55	788.0	87	501.0		
24	1.76k	56	774.0	88	496.0		
25	1.70k	57	760.0	89	490.0		
26	1.63k	58	747.0	90	485.0		
27	1.58k	59	735.0	91	479.0		
28	1.52k	60	723.0	92	474.0		
29	1.47k	61	711.0	93	469.0		
30	1.42k	62	700.0	94	464.0		
31	1.38k	63	689.0	95	459.0		

Table#26
Ring Mod OSC Freq Course [Hz]

Data	Value	Data	Value	Data	Value	Data	Value
0	0.7	32	25.6	64	151.4	96	895.0
1	1.3	33	26.9	65	160.2	97	946.1
2	2.0	34	28.9	66	169.6	98	1000.7
3	2.7	35	30.3	67	179.0	99	1057.2
4	3.4	36	32.3	68	189.1	100	1117.7
5	4.0	37	33.6	69	199.9	101	1181.7
6	4.7	38	35.7	70	211.3	102	1249.0
7	5.4	39	37.7	71	223.4	103	1320.3
8	6.1	40	39.7	72	236.2	104	1395.7
9	6.7	41	42.4	73	249.7	105	1475.1
10	7.4	42	44.4	74	263.8	106	1559.2
11	8.1	43	47.1	75	279.3	107	1648.7
12	8.7	44	49.8	76	294.7	108	1742.9
13	9.4	45	52.5	77	311.6	109	1841.8
14	10.1	46	55.9	78	329.7	110	1947.5
15	10.8	47	59.2	79	348.6	111	2058.5
16	11.4	48	62.6	80	368.1	112	2175.6
17	12.1	49	65.9	81	389.6	113	2300.1
18	12.8	50	70.0	82	411.8	114	2431.3
19	13.5	51	73.3	83	435.4	115	2569.9
20	14.1	52	78.1	84	459.6	116	2716.6
21	14.8	53	82.1	85	485.9	117	2871.4
22	15.5	54	86.8	86	514.1	118	3035.6
23	16.2	55	92.2	87	543.1	119	3208.5
24	16.8	56	96.9	88	574.0	120	3391.6
25	17.5	57	103.0	89	607.0	121	3585.4
26	18.2	58	108.3	90	642.0	122	3790.0
27	19.5	59	115.1	91	678.3	123	4006.6
28	20.9	60	121.1	92	717.3	124	4234.8
29	21.5	61	128.5	93	757.7	125	4477.0
30	22.9	62	135.9	94	801.5	126	4732.1
31	24.2	63	143.3	95	847.2	127	5002.6

Vocal Harmony Type List

Category	Type Name	Description	MSB	LSB
Vocal Harmony	StandardDuet	Standard setting for lead vocal plus 1 harmony part. Useful for many music genres.	12	0
	StandardTrio	Standard setting for lead vocal plus 2 harmony parts. Useful for many music genres.	12	1
	StandardQuartet	Standard setting for lead vocal plus 3 harmony parts. Useful for many music genres.	12	2
	StudioVocals	Good for studio productions with suitable EQ setting and less Reverb.	12	33
	JazzyQuartet	Good for Bass, Tenor and Alto singers; for Jazz repertoire. You will hear additional 6th notes.	12	3
	SchlagerTrio	Good for standard Schlager repertoire with simple harmony chords.	12	4
	Destiny'sPop	Good for female singers with lead vocal plus 2 harmony parts above; for female Pop and R&B repertoire.	12	5
	VocalDoubler	Use this preset to overdub your singing in real time. Turn the [VOCAL HARMONY] button on to add harmony parts with Vocal Doubler effect.	12	34
	VocoderVH	Standard vocoder setting; ideal for controlling with "UPPER" part.	12	6
	VocoderMONO	Standard vocoder setting; ideal for controlling with "UPPER" part. You can play mono (single-note) melodies.	12	7
	Rock&Roll	Good for songs from the 50's and 60's with typical delay sound. Turn the [VOCAL HARMONY] button on to add harmony parts with Blues chords.	12	35
	TempoCross	Tempo Cross Delay on lead vocal. Turn the [VOCAL HARMONY] button on to add harmony parts; good for Pop songs or special show effects.	12	36
	HeavyVoice	Good for Rock and Pop with overdriven vocal. Turn the [VOCAL HARMONY] button on to add Harm.1 with 1 octave down.	12	37
	TelephoneChoir	Typical Lo-fi vocal ensemble; use as old fashioned ensemble sound or exciting effect in Rock, Pop and Jazz.	12	38
	LikeThe80s	Good for 80's Pop with typical reverb image.	12	39
	Gramophone	Typical 30's vocal ensemble; use as old fashioned gramophone sound.	12	40
	PokerPhaser	Good for modern Pop songs using phaser effect for lead vocal.	12	41
	DetuneVoice	Lead vocal plus two additional detuned harmony parts for exciting detuned sound.	12	8
	PerfectFourth	Quartet singing only perfect fourths; parallel movement of all parts.	12	9
	SingCMajorScale	Sing C major scale and the harmony parts will create suitable chord notes based on the C major scale. You can edit the key root and type by "Harmony Assign" setting.	12	10
	BalladChoir	Good for Ballad backing vocals with long reverb.	12	11
	ChurchChoir	Good for standard church songs and Christmas songs with long reverb; recommended for Bass, Tenor and Alto voice.	12	12
	GregorianChoir	Good for rubato Gregorian-chant-type monophonic songs with large reverb; parallel movement of all parts.	12	13
	GospelChoir	Good for Gospel songs with long reverb on harmony parts and minor 7th feel.	12	14
	CosmicChoir	Extreme phasing vocals; useful for exciting effects in Dance and Modern Music.	12	42
	AlpenGirls	Good for male singer with 2 female harmony parts above lead vocal.	12	15
	CountryRock	Typical Country Rock quartet; recommended range is tenor/alto.	12	16
	R&BDiva	Good for female alto singer for R&B repertoire; also useable with Tenor lead vocal.	12	17
	ClosedPopChicks	Good for female singers with two harmony parts below. Change volume of Harm.3 for an additional (3rd) part below.	12	18
	QueenOfPop	Good for Pop and R&B songs using Tempo Delay. Turn the [VOCAL HARMONY] button on to add 2nd Voice.	12	43
	Bob->Mary	Male singer can sound like Female voice with long romantic reverb. Use "BALANCE" on the VOCAL HARMONY EDIT display to add a male duet partner.	12	19
	Mary->Bob	Female singer can sound like Male voice with short reverb. Use "BALANCE" on the VOCAL HARMONY EDIT display to add a female duet partner.	12	20
	FlangingVocals	Useful for modern Pop, Rock and Dance music.	12	44
	JazzySisters	Good for Bass and Tenor Singers. Harmony parts add 3 female Jazz singers.	12	21
	QuartetOnStage	Good for Rock and Pop Music. Harmony parts make up a quartet.	12	22
	DelayedHarmony	Useful in several genres with a tempo-synced delay choir as background.	12	45
	KidsChoir	Want to be a child again? Use this preset type and sing with your friends...	12	23
	ChorusChoir	The chorus effect adds a rich and exciting characteristics to your voice and the harmony parts.	12	46
	BohemianVocode	Tempo flanging Vocoder Type; good for Rock or Pop songs and Intros.	12	47
	RobotVoice	Do you want to sound like a robot? This is the setting. Use Harm.3 for variation.	12	48
	ChordalXG	CHORDAL type setting of previous Vocal Harmony system.	90	0
	DetuneXG	DETUNE type setting of previous Vocal Harmony system.	91	0
	ChromaticXG	CHROMATIC type setting of previous Vocal Harmony system.	92	0
	VocoderXG	VOCODER type setting of previous Vocal Harmony system.	89	0
Synth Vocoder	FatSaw	Fat synth vocoder sound with fat saw tooth wave sound.	13	1
	SimpleSaw	Simple synth vocoder sound with simple saw tooth wave sound.	13	0
	SyncSaw	Sync sound image. You can feel the phaser sound as well.	13	2
	StrongDetune	Strong detuned image.	13	3
	VPPad	Pad oriented synth vocoder sound by VP Pad.	13	4
	ChoirWithYou	Choir oriented synth vocoder. You can hear your own voice as well.	13	5
	Organ	oriented synth vocoder sound.	13	6
	Sweeping	Produces a sweeping sound image.	13	7
	Atmosphere	Pad oriented synth vocoder sound with soft pad sound.	13	8
	AmbientFX	Richly textured sound.	13	9
	Thru	Bypass without any harmonies and effects.	64	0

Chordal Type List

Type Name	Description
2Abv&1Blw.Simple	Harmony based on 3-tone chord, 2 above and 1 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Simple	Harmony based on 3-tone chord, 1 above and 2 below; suitable for backing chorus parts. Basically it generates harmonies within an octave.
1Abv&2Blw.Open	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more.
1Abv&2Blw.OpenPara	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It includes the effect of creating parallel motion of a half tone in certain conditions.
1Abv&2Blw.OpenBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. Since it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Abv&1Blw+UnsD.Simple	Harmony suitable for a trio based on 2-tone chord, 1 above and 1 below (+ Oct. below the input pitch); it is suitable for backing chorus parts.
3Blw.Closed	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low.
3Blw.ClosedPara	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. It includes the effect of creating parallel motion of a half tone in certain conditions.
3Blw.ClosedBlues	Harmony based on 3 total tones from chords and scales, 3 below; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is unsuitable for low input pitch, because the harmonies are low. Because it adds the major second as the scale tone to harmony during 7th chord, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. There are cases where it is not suitable during 7th chord in minor keys.
2Blw+Bass.Chordal	Harmony based on 3-tone chord, 2 below and a chord root; it is suited for backing chorus parts.
2Blw+UnsD.Modal	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement.
2Blw+UnsD.ModalBlues	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. There are cases where it is not suitable during 7th chord in minor keys.
1Blw+UnsD+Bass	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 below (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Blw.Far+UnsD+Bass	Harmony suitable for a duet based on 1-tone chord, 1 below, (priority on character) (+ Oct. below the input pitch and chord root). This setting skillfully expresses the chord character.
3Abv.Jazz	Harmony based on 3 total tones from chords and scales, 3 above; it can produce a feeling of movement. Basically it generates harmonies within an octave. It is suitable for low pitched vocals.
3Abv.Chordal	Harmony based on 3-tone chord, 3 above; it is suitable for backing chorus parts. It is also good for low pitched vocals.
3Abv.JazzPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. It is suitable for low pitched vocals.
3Abv.JazzBluesPara	Harmony based on 3 total tones from chords and scales, 3 above; it handles a major triad as add 6th chord. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds a major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It includes the effect of creating parallel motion of a half tone in certain conditions. There are cases where it is not suitable during 7th chord in minor keys. It is suitable for low pitched vocals.
2Abv&1Blw.WideH	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv&1Blw.forDuo	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Because it combines elements suited for duets, HARM. 1, 2 and 3 can be independently selected for use for duets. It can also be used for octave transposing. Basically, the highest tone (HARM.1) is an octave above the lowest tone (HARM.3), and this tone (HARM.1 or HARM.3) handles the major second as the scale tone in major triads. (You should be careful, however, depending on the song.) It is suited for low pitched vocals in situations where all harmonies are used for a quartet.
2Abv&1Blw.Jazz	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically, the highest tone (HARM.1) is an octave above the lowest tone (HARM.3). Each of its tones is treated as an element, so it can be used for duets or trios. It is suitable for low pitched vocals.
2Abv&1Blw.WideL	Harmony based on 3 total tones from chords and scales, 2 above and 1 below; it can produce a feeling of movement. Its harmony range tends to be lower than that of Wide H. Basically it generates open harmonies of an octave or more. It is suitable for low pitched vocals.
2Abv+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ Oct. below the input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
2Abv+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 above (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. It is suitable for low pitched vocals.
UnsU+1Abv+Bass.Open	Harmony suitable for a duet based on 1 total tone from chord and scale, the nearby 1 above (+ Oct. below the input pitch and chord root); it can produce a feeling of movement.
1Abv&2Blw.Jazz	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it is a closed harmony within an octave.
1Abv&2Blw.80s	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tone. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Blues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. Basically it generates closed harmonies within an octave.
1Abv&2Blw.ChordalBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues in major keys or for country rock. With priority on the chord's character, it is good for broadening the sound in which Maj7 and m7 chords are often used. Basically it generates closed harmonies within an octave.
1Abv&2Blw.Chordal	Harmony based on tone chords and scale tones used as duet, 1 above and 2 below; it can produce a feeling of movement. HARM.1 is a tone above and nearest the input pitch. HARM.2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord. HARM.3 is harmony with priority on the chord character of the lower notes. Because it handles the major second as a scale tone in major triads, it can also provide passing tones.
1Abv&2Blw.Wide	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. It handles a major triad as add 6th chord. Since it handles the major second as a scale tone, it can also provide passing tones. Basically it generates open harmonies of an octave or more.
1Abv&2Blw.WideBlues	Harmony based on 3 total tones from chords and scales, 1 above and 2 below; it can produce a feeling of movement. Since it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord in major keys or for country rock. Basically it generates open harmonies of an octave or more.
1Abv&1Blw+Bass	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below; (+ chord root); it can produce a feeling of movement. HARM.1 is a tone above and nearest the input pitch. HARM.2, tone which is below the input pitch and nearest the input pitch, handles a major triad as add 6th chord, and since it handles the major second as a scale tone in major triads, it can provide passing tones.
1Abv&1Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, a above and below (+ Oct. below the input pitch); it can produce a feeling of movement. Because it handles a major triad as add 6th chord, and handles the major second as a scale tone, it can provide passing tones.
1Abv&1Blw+Bass.Modal6th	Harmony based on tone chords and scale tones used as duet, 1 above and 1 below (+ chord root); it can produce a feeling of movement. HARM.1 is harmony of above tone with priority on the chord character. HARM.2, harmony near the below side, handles a major triad as add 6th chord, and since it handles the major second as a scale tone, it can provide passing tones. Because it handles the major second as a scale tone in major triads, it can also provide passing tones.
3Blw.Jazz	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
3Blw.JazzBlues	Harmony based on 3 total tones from chords and scales, 3 below; it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Because it adds the major second as a scale tone to harmony during 7th chords, it provides a passing tone during 7th chords. Suitable for 3-tone chord blues or for country rock in major keys. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+UnsD.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ Oct. below input pitch); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.
2Blw+Bass.Modal6th	Harmony suitable for a trio based on 2 total tones from chords and scales, 2 below (+ chord root); it handles a major triad as add 6th chord. Because it handles the major second as a scale tone in major triads, it can also provide passing tones. Basically it generates harmonies within an octave. It is suitable for high pitched vocals.

Type Name	Description
ScaleDiatonic	This generates harmonies based on the scale specified by the KEY ROOT/TYPE value and the degree specified by the DEGREE value. The harmonies are not dependent on a chord. If there are many notes, the chord feeling intensifies, so it is suitable for use as duets, fixed at a third above. This setting is good for modal church music or modal jazz.
Parallel	This can reproduce harmonies for which semitone pitches are fixed 4th build or diminished sounds, for example. This setting is good, for example, in modal jazz scales (when you want to eliminate chordal feeling) or in progressive music.

Vocal Effect Type List

Type Name		Description	MSB	LSB
ROMANTIC REV	(Romantic Reverb)	Long reverb for vocal part. Romantic image.	1	0
80sPOP REV	(80s'Pop Reverb)	Long reverb for vocal part. 80's pop image.	1	16
ROOM		Reverb simulating the acoustics of a room.	2	0
STAGE	(Concert Stage)	Reverb simulating the concert stage.	3	0
PLATE		Reverb simulating a plate reverb unit.	4	0
VCL DOUBLE	(Vocal Doubler)	Immediate delay with center focused feeling.	5	16
SPREAD	(Stereo Spread)	Immediate delay with spread feeling.	5	17
DELAY		Produces simple delayed sounds: L,R, and C (center).	5	0
SHORT DELAY		Produces short delayed sound with narrow image.	5	1
R&R DELAY	(Rock&Roll Delay)	Produces slap back echo sound. Good for Rock&Roll music.	5	18
CROSS DELAY		The feedback of the two delayed sounds is crossed.	8	0
TEMPO DELAY		Tempo-synchronized delay.	21	0
TEMPO CROSS	(Tempo Cross Delay)	Tempo-synchronized cross delay.	22	0
CHORUS	(Chorus)	Conventional chorus program with rich, warm chorusing.	66	0
EQ HI-FI		Equalizer effect that boosts both high and low frequencies.	76	16
EQ TEL		Equalizer effect that cuts both high and low frequencies.	76	0
GRAMOPHONE		Produces Lo-Fi sound with gramophone image.	94	0
ROBOT		Produces Lo-Fi sound with robotic image.	94	16
OVERDRIVEN		Produces overdriven sound. Good for rock and dance music.	98	0
SCREAM&SHOUT		Produces heavy distorted sound.	98	16
TEMPO FLANGE	(Tempo Flanger)	Tempo-synchronized flanger.	107	0
TEMPO PHASER		Tempo-synchronized phaser.	108	0
TEMPO A.PAN	(Tempo Auto Pan)	Tempo-synchronized auto pan.	121	0
NO EFFECT		No effect.	0	0

Harmony Assign Parameters

Parameter	Value	Description
TRANS.MODE * These are effective only when Vocoder or Vocoder-Mono is selected in Mode.	0	Assigns the harmony to the octave range centered around the pitch of the played note.
	Auto	Assigns the harmony to the same octave range as the vocal (microphone) input.
	-3	Assigns the harmony to a range roughly 3 octaves below the pitch of the played note.
	-2	Assigns the harmony to a range roughly 2 octaves below the pitch of the played note.
	-1	Assigns the harmony to a range roughly 1 octave below the pitch of the played note.
	1	Assigns the harmony to a range roughly 1 octave above the pitch of the played note.
	2	Assigns the harmony to a range roughly 2 octaves above the pitch of the played note.
	3	Assigns the harmony to a range roughly 3 octaves above the pitch of the played note.
SESSION TABLE * These are effective only when a Chordal Type other than Scale Diatonic or Parallel is selected.	Normal	The chord designation is used as shown. This is for general use in conventional music genres.
	Simple	Tends to add a simpler harmony. Use this when you need simple accompaniment.
	R&R	Tends to add harmony with a strong major 6th in both major and minor triads. This is good with rock 'n' roll music.
	UrbanA	Tends to add harmony with a strong major 6th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	UrbanB	Tends to add harmony with a strong major 7th to the major triad and a minor 7th to the minor triad. This is good for a sophisticated, urban feel.
	Blues7	Tends to add harmony with a strong minor 7th. This is good for blues music.
	UrbanC	Tends to add harmony with a strong major 9th to both the major and minor triads. This is good for a sophisticated, urban feel.
KEY ROOT * These are effective only When the Chordal Type parameter is set to Scale Diatonic.	Determines the root key for the transposition. Refer to the Reference Manual.	
KEY TYPE * These are effective only When the Chordal Type parameter is set to Scale Diatonic.	Determines the scale type for the transposition. Refer to the Reference Manual.	

Vocal Effect Parameter List

Table..... Indicates the corresponding table number in the Effect Data Assign Table.

ROMANTIC REV, 80sPOP REV, ROOM, STAGE, PLATE

No.	Parameter	Display	Min	Max	Table
1	Reverb Time	0.3s – 30.0s	0	69	Table#1
2	Diffusion	0 – 10	0	10	
3	Initial Delay	0.1ms – 99.3ms	0	63	Table#2
4	HPF Cutoff	Thru, 22Hz – 8.0kHz	0	52	Table#3
5	LPF Cutoff	1.0kHz – 18kHz, Thru	34	60	Table#3
6					
7					
8					
9					
10					
11	Reverb Delay	0.1ms – 99.3ms	0	63	Table#2
12	Density	0 – 4	0	4	
13	ER/Reverb Balance	E63>R – E=R – E<R63	1	127	
14	High Damp	0.1 – 1.0	1	10	
15	Feedback Level	-63 – 0 – +63	1	127	
16					

VCL DOUBLE, SPREAD, DELAY, SHORT DELAY, R&R DELAY

No.	Parameter	Display	Min	Max	Table
1	L ch Delay	0.1ms – 1486.0ms	1	14860	
2	R ch Delay	0.1ms – 1486.0ms	1	14860	
3	C ch Delay	0.1ms – 1486.0ms	1	14860	
4	Feedback Delay	0.1ms – 1486.0ms	1	14860	
5	Feedback Level	-63 – 0 – +63	1	127	
6	C ch Level	0 – 127	0	127	
7	High Damp	0.1 – 1.0	1	10	
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

CROSS DELAY

No.	Parameter	Display	Min	Max	Table
1	L->R Delay	0.1ms – 743.0ms	1	7430	
2	R->L Delay	0.1ms – 743.0ms	1	7430	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	High Damp	0.1 – 1.0	1	10	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

TEMPO DELAY

No.	Parameter	Display	Min	Max	Table
1	Delay Time	64th/3 – 4thx6	0	19	Table#5
2	Feedback Level	-63 – 0 – +63	1	127	
3	Feedback High Dump	0.1 – 1.0	1	10	
4	L/R Diffusion	-63ms – 0ms – 63ms	1	127	
5	Lag	-63ms – 0ms – 63ms	1	127	
6					
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

TEMPO CROSS

No.	Parameter	Display	Min	Max	Table
1	Delay Time L>R	64th/3 – 4thx6	0	19	Table#5
2	Delay Time R>L	64th/3 – 4thx6	0	19	Table#5
3	Feedback Level	-63 – 0 – +63	1	127	
4	Input Select	L, R, L&R	0	2	
5	Feedback High Dump	0.1 – 1.0	1	10	
6	Lag	-63ms – 0ms – 63ms	1	127	
7					
8					
9					
10					
11					
12					
13	EQ Low Frequency	32Hz – 2.0kHz	4	40	
14	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
15	EQ High Frequency	500Hz – 16.0kHz	28	58	
16	EQ High Gain	-12dB – 0dB – +12dB	52	76	

CHORUS

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	0.00Hz – 39.7Hz	0	127	Table#8
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table#9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

EQ HI-FI, EQ TEL

No.	Parameter	Display	Min	Max	Table
1	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
2	EQ Mid Frequency	100Hz – 16.0kHz	14	58	Table#3
3	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
4	EQ Mid Width	0.1 – 12.0	1	120	
5	EQ High Gain	-12dB – 0dB – +12dB	52	76	
6	EQ Low Frequency	50Hz – 2.0kHz	8	40	Table#3
7	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
8					
9					
10					
11					
12					
13					
14					
15	Input Mode	Mono, Stereo	0	1	
16					

GRAMOPHONE, ROBOT

No.	Parameter	Display	Min	Max	Table
1	Sampling Freq Control	44.1kHz – 345Hz	0	127	Table#25
2	Word Length	1 – 127	1	127	
3	Output Gain	-6dB – +36dB	0	42	
4	LPF Cutoff	63Hz – 18kHz, Thru	10	60	Table#3
5	Filter Type	Thru, PowerBass, Radio, Tel, Clean, Low	0	5	
6	LPF Resonance	1.0 – 12.0	10	120	
7	Bit Assign	0 – 6	0	6	
8	Emphasis	Off, On	0	1	
9					
10					
11					
12					
13					
14					
15	Input Mode	Mono, Stereo	0	1	
16					

OVERDRIVEN, SCREAM&SHOUT

No.	Parameter	Display	Min	Max	Table
1	Overdrive	0% – 100%	0	100	
2	Device	Transistor, VintageTube, Dist1, Dist2, Fuzz	0	4	
3	Speaker	Flat, Stack, Combo, Twin, Radio, Megaphone	0	5	
4	Presence	0 – 20	0	20	
5	Output Level	0% – 100%	0	100	
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

TEMPO FLANGE

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	LFO Depth	0 – 127	0	127	
3	Feedback Level	-63 – 0 – +63	1	127	
4	Delay Offset	0.0ms – 50ms	0	127	Table#9
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
15					
16					

TEMPO PHASER

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	LFO Depth	0 – 127	0	127	
3	Phase Shift Offset	0 – 127	0	127	
4	Feedback Level	-63 – 0 – +63	1	127	
5					
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	Stage	3 – 11	3	11	
12					
13	LFO Phase Difference	-180deg – 0deg – +180deg	4	124	
14					
15					
16					

TEMPO A.PAN

No.	Parameter	Display	Min	Max	Table
1	LFO Frequency	16th – 4thx16	5	29	Table#5
2	L/R Depth	0 – 127	0	127	
3	F/R Depth	0 – 127	0	127	
4	PAN Direction	L<->R, L->R, L<-R, Lturn, Rturn, L/R	0	5	
5	LFO Wave	0 – 28	0	28	
6	EQ Low Frequency	32Hz – 2.0kHz	4	40	Table#3
7	EQ Low Gain	-12dB – 0dB – +12dB	52	76	
8	EQ High Frequency	500Hz – 16.0kHz	28	58	Table#3
9	EQ High Gain	-12dB – 0dB – +12dB	52	76	
10					
11	EQ Mid Frequency	100Hz – 10.0kHz	14	54	Table#3
12	EQ Mid Gain	-12dB – 0dB – +12dB	52	76	
13	EQ Mid Width	0.1 – 12.0	1	120	
14					
15	Input Mode	Mono, Stereo	0	1	
16					

NO EFFECT

No.	Parameter	Display	Min	Max	Table
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

Pitch Correct Parameters

Parameter	Description
OFF	The input sound is not pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
SOFT1	The input sound is almost without pitch correction. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.
SOFT2	The input sound is slightly pitch corrected. Since the harmony has a more natural sound, this setting is good for duets, etc.
HARD	The input sound is pitch corrected. Since the pitches of the harmony are more accurate, this setting is good for backing chorus parts, etc.

Vocal Harmony Edit (Detail) Parameters

Parameter	Value	Description
HUMANIZE	OFF	The harmony will not be humanized.
	1	The harmony will be humanized so as to feel more natural. An authentic-sounding widening effect will be applied, giving the impression of more people playing.
	2	The harmony will be humanized so as to have a more distinct groove. Even faster passages will retain their rhythmic essence.
	3	The harmony will reflect the way in which vocalist and back chorus interact, with the lead vocal out front. In addition, the timing will be slightly relaxed.
LEAD PITCH DETECT SPEED/ HARMONY PITCH DETECT SPEED	15(Fast)	This setting responds even more quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows; however, sensitivity is high.
	14	This setting responds even more quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	13	This setting responds quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	12	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	11	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	10	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	9	This setting responds fairly quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	8	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly high.
	7	This setting responds a little quickly to pitch changes, and sensitivity of pitch detection is slightly low.
	6	This setting responds a little quickly to pitch changes, and pitch detection is moderately precise.
	5	This setting responds a little quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	4(Normal)	This setting responds relatively quickly to pitch changes, and pitch detection is moderately precise.
	3	This setting responds relatively quickly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	2	This setting responds relatively slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	1(Slow)	This setting responds most slowly to pitch changes, and even if the vocal is slightly off pitch, the harmony easily follows.
	as Mic Setting	This setting gives priority to the speed which is set on the VOCAL page of the MIC SETTING display.
HARMONY EFFECT	Cmp&EQ Solid	This compresses strong peaks and consonant sounds, etc.
	Cmp&EQ Wide	This is a well-balanced EQ setting covering a wide range. It also compress strong peaks for a narrower dynamic range.
	Cmp&EQ Mid	An EQ setting which emphasizes the mid range, it also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Lite	This EQ setting has a light feel, while emphasizing the bass range. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Heavy	This EQ setting has a heavy feel. It also uses compresses strong peaks for a narrower dynamic range.
	Cmp&EQ HiLo	This EQ setting emphasizes the treble and bass ranges. It also compresses strong peaks for a narrower dynamic range.
	Cmp&EQ Hi	This EQ setting emphasizes the treble range. It also compresses strong peaks for a narrower dynamic range.
	Cmp	This compresses strong peaks for a narrower dynamic range.
	EQ Wide	This is a well-balanced EQ setting which covers a wide spectrum range.
	EQ Mid	This EQ setting emphasizes the mid range.
	EQ Lite	This EQ setting has a light feeling, while emphasizing the bass range.
	EQ Heavy	This EQ setting has a heavy feeling.
	EQ HiLo	This EQ setting emphasizes the treble and bass ranges.
	EQ Hi	This EQ setting emphasizes the treble range.
	Female Lite	This setting is suited for female vocalists. It attenuates the bass range and provides a light image.
	Female	This setting is suited for female vocalists.
	Lite	This setting is suited for male vocalists. It attenuates the bass range and provides a light image.
	Basic	This setting is suited for male vocalists.
	Thru	This is a bypass setting. It has no harmony effect.
HARMONY STABILITY	Stable	This has a relatively stable sound with little harmony motion.
	Dynamic	This tends to add harmony with motion according to the input sound.
LEAD VIBRATO DEPTH	0 – 127	This specifies the vibrato depth of the lead sound.
HARMONY VIBRATO DEPTH	0 – 127	This specifies the vibrato depth of the harmony sound.
VIBRATO SPEED	0 – 127	It specifies the vibrato speed of both the lead and harmony sounds.
VIBRATO DELAY	0 – 127	It specifies the vibrato delay of both the lead and harmony sounds.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Main															
Song File	X	X	X	X	X	–	X	–	X	X	X	O	SONG	–	
Style File	X	X	X	O	X	–	X	–	X	X	X	O	STYLE	–	
Multi Pad File	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	MULTI PAD	–	
Part On/Off (Right1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Right2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Right3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Left)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
File Selection Display															
Select View Setup	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Song Path															
Song Folder Path	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Style Path															
Style Folder Path	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Song															
Sync. Start	X	X	X	X	X	–	X	–	X	X	X	O	SONG	–	
Channel On/Off	X	X	X	X	X	–	X	–	X	X	X	O	SONG	–	
Menu > Function > Song Setting															
Guide Mode	O	X	X	X	X	–	O	GUIDE SETTING	X	X	X	X	–	–	
Repeat Mode	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Repeat Directory	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Right Channel	O	X	X	X	X	–	O	–	X	X	X	X	–	–	
Left Channel	O	X	X	X	X	–	O	–	X	X	X	X	–	–	
Auto Ch Set	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Lyrics Language	O	X	X	X	X	–	O	LYRICS SETTING	X	X	X	X	–	–	
Quick Start	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Tempo															
Master Tempo	X	X	X	X	X	–	O	TEMPO	O	X	X	O	TEMPO	–	
Creator > Song Creator															
Rec Mode > Channel > Setup															
Setup Select	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Channel > Chord/1–16/SysEx./Lyric > Filter															
Main Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Control Change Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Style Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Lyric/Text															
Back Ground	O	X	X	X	X	–	O	LYRICS SETTING	X	X	X	X	–	–	Cannot be reset with Factory Reset.
Text File	X	X	X	X	X	–	X	–	X	X	X	O	TEXT	–	
Viewer Mode	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Score															
Left On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Right On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Lyric On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Color Note On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Chord On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Note Name On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Pedal On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Fingering On/Off	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Size	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Left Ch	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Right Ch	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Key Signature	X	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Quantize	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Note Name	O	X	X	X	X	–	O	SCORE SETTING	X	X	X	X	–	–	
Song Position Jump															
SP1–4 Position On/Off	X	X	X	X	X	–	O	–	X	X	X	X	–	–	
Style															
Accompaniment On/Off	X	X	X	X	X	–	X	–	X	O (On)	X	O	STYLE	–	
OTS Link	X	X	X	O (On)	X	–	X	–	X	X	X	X	–	–	
Auto Fill In	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Section	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Synchro Start	X	X	X	X	X	–	X	–	X	O (On)	X	O	STYLE	–	
Synchro Stop	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Menu > Function > Style Setting/Split Point/Chord Fingering															
Style Setting															
Stop ACMP	O	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
OTS Link Timing	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Synchro Stop Window	O	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Style Touch	O	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Section Set	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Tempo Hold	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Part On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Split Point															
Chord Detection Area	O	X	X	X	X	–	X	–	X	X	X	O	STYLE		
Manual Bass	O	X	X	X	X	–	X	–	X	X	X	O	STYLE		
Split Point (Left)	O	X	X	X	X	–	X	–	X	X	X	O	STYLE (*1)	SPLIT POINT	
Split Point (Style)	O	X	X	X	X	–	O	GUIDE SETTING	X	X	X	O	VOICE	SPLIT POINT	
Split Point (Right3)	O	X	X	X	X	–	X	–	X	X	X	O	VOICE	SPLIT POINT	
Chord Fingering															
Fingering Type	O	X	X	X	X	–	X	–	X	X	X	O	STYLE	FINGERING	
Creator > Style Creator															
Basic															
Pattern Length	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Tempo	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Beat	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Parameter															
Play Root	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Source Chord	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
NTR	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
NTT	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
NTT BASS	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
High Key	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Note Limit Low	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Note Limit High	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
RTR	X	X	X	X	X	–	X	–	O	X	X	X	–	–	
Edit > Filter															
Main Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Control Change Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Music Finder															
Sort By	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Sort Order	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Style Tempo	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Information On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Search1/2 Display															
Search Result	X	X	X	O	X	–	X	–	X	X	X	X	–	–	
Record (=Property Setting)	X	X	X	O	X	–	X	–	X	X	X	X	–	–	
Multi Pad															
Sync Start	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
Creator > Multi Pad Creator															
Edit > Filter															
Main Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Control Change Filter	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice															
Left Hold	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Voice Effect															
Initial Touch On/Off	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Harmony/Echo On/Off	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Poly/Mono (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Poly/Mono (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Poly/Mono (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Poly/Mono (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Panel Sustain	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Dsp (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Dsp (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Dsp (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Dsp (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Variation (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Variation (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Variation (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Variation (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Voice Open/Save > Voice Set															
Voice (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Common															
Volume for Balance (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume for Balance (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume for Balance (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume for Balance (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Touch Sense Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Touch Sense Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Touch Sense Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Touch Sense Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Touch Sense Offset (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Touch Sense Offset (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Touch Sense Offset (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Touch Sense Offset (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Part Octave for Right1/Right2/Right3	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part Octave for Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Controller															
Modulation Low Pass Filter Control (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Low Pass Filter Control (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Low Pass Filter Control (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Low Pass Filter Control (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Modulation Amplitude Control (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Amplitude Control (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Amplitude Control (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation Amplitude Control (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Modulation LFO PMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO PMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO PMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO PMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Modulation LFO FMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO FMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO FMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO FMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Modulation LFO AMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO AMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO AMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Modulation LFO AMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
AfterTouch Low Pass Filter Control (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Low Pass Filter Control (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Low Pass Filter Control (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Low Pass Filter Control (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
AfterTouch Amplitude Control (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Amplitude Control (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Amplitude Control (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch Amplitude Control (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
AfterTouch LFO PMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO PMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO PMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO PMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
AfterTouch LFO FMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO FMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO FMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO FMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
AfterTouch LFO AMOD Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO AMOD Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO AMOD Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
AfterTouch LFO AMOD Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Sound															
EG Attack (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Attack (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Attack (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Attack (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EG Decay (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Decay (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Decay (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Decay (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EG Release (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Release (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Release (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EG Release (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Vibrato Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Vibrato Speed (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Speed (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Speed (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Speed (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Vibrato Delay (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System						Song		Style			Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder	VoiceSet	Voice Set Group	Song	Song Setup Group	Style Data	OTS	Multi Pad	Regist	Freeze Group		
Vibrato Delay (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Delay (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Delay (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Effect/EQ															
Panel Sustain (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Panel Sustain (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Panel Sustain (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Panel Sustain (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
DSP Type (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Type (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Type (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Type (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
DSP Variation Value (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Variation Value (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Variation Value (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Variation Value (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EQ Low Freq (Right1)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Freq (Right2)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Freq (Right3)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Freq (Left)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EQ High Freq (Right1)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Freq (Right2)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Freq (Right3)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Freq (Left)	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ World															
Organ Vibrato On/Off (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato On/Off (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato On/Off (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato On/Off (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Vibrato Depth (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Depth (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Depth (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Depth (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Rotary/Tremolo (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Rotary/Tremolo (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Rotary/Tremolo (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Rotary/Tremolo (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Footage															
Organ Flutes Footage (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Footage (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Footage (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Footage (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Volume&Attack															
Organ Vibrato Speed (Right1)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Speed (Right2)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Speed (Right3)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Vibrato Speed (Left)	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Flutes Attack Footage (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Footage (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Footage (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Footage (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Flutes Attack Mode (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Mode (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Mode (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Mode (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Flutes Attack Length (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Length (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Length (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Attack Length (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Flutes Response (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Response (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Response (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Response (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Organ Flutes Volume (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Volume (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Volume (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Organ Flutes Volume (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Ensemble Voice															
Assign/Harmony															
Key Assign Type	X	X	X	X	X	–	X	–	X	O	X	O	VOICE	–	
Harmony Type	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Harmony On/Off	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Volume/Pan															
Voice (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part On/Off (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
PanPot (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
PanPot (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
PanPot (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
PanPot (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tune/Effect															
Octave (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tuning (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tuning (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tuning (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tuning (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Reverb Depth (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Reverb Depth (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Reverb Depth (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Reverb Depth (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Sensitivity (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Sensitivity (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Sensitivity (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Vibrato Sensitivity (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Humanize															
Timing (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Timing (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Timing (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Timing (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Range (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Range (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Range (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Range (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Range (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Range (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Range (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Range (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Adjust Time (Part1)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Adjust Time (Part2)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Adjust Time (Part3)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Attack Pitch Adjust Time (Part4)	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Mic															
Vocal Harmony On/Off	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Mic Effect On/Off	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony Type	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony Parameters	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Main > Mic Setting															
User Memory	O	X	O	X	X	–	X	–	X	X	X	X	–	–	
Mic Setting > Vocal															
EQ Low Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Low Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Mid Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Mid Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ High Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ High Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Noise Gate On/Off	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Noise Gate Threshold	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor On/Off	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor Threshold	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor RAT	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor OUT	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Pitch Detect Vocal Type	X	X	O	X	X	–	X	–	X	X	X	X	–	–	

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Pitch Detect Back Ground Noise Cut	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Pitch Detect Speed	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Mic Setting > Talk															
Talk Setting Volume	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Talk Setting Pan	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Talk Setting Reverb Depth	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Talk Setting Chorus Depth	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Talk Setting Reducation Level	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Low Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Low Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Mid Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ Mid Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ High Freq.	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
EQ High Gain	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Noise Gate On/Off	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Noise Gate Threshold	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor On/Off	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor Threshold	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor RAT	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Compressor OUT	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Main > Vocal Harmony Setting															
Vocal Harmony > Setup															
Vocal Harmony Song Channel Mute	X	X	X	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony Song Channel	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony Keyboard	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony Chord Detect	X	X	X	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony > Overview															
Harmony Mode	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Chordal Type	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Balance	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Type	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Depth (Lead)	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Depth (Harmony)	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Reverb Depth	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Chorus Depth	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony > Overview > Harmony Assign Popup															
Transpose Mode	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Session Table	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Key Root	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Key Type	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony > Part															
Pitch Correct	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Transpose	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Detune	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Formant Shift	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Volume	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Pan	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Lead Octave	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Transpose	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Detune	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Formant Shift	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Volume	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Pan	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony1 Degree	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Transpose	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Detune	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Formant Shift	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Volume	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Pan	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony2 Degree	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Transpose	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Detune	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Formant Shift	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Volume	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Pan	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Harmony3 Degree	X	X	O	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Vocal Harmony > Detail															
Lead Pitch Detect Speed	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Harmony Pitch Detect Speed	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Lead Vibrato Depth	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Harmony Vibrato Depth	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vibrato Speed	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Vibrato Delay	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Harmony Effect	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Harmony Stability	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Synth Vocoder > Overview															
CARRIER	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocoder Attack	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocoder Release	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
HPF Freq	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
HPF Output Level	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Formant Shift	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Formant Offset	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
CARRIER Volume	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
CARRIER Octave	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
CARRIER Noise	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Type	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Depth	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Reverb Depth	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Chorus Depth	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Synth Vocoder > Detail															
BPF1 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF2 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF3 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF4 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF5 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF6 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF7 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF8 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF9 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
BPF10 Gain	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Vocal Effect Parameter															
Effect Parameter (#1–#16)	X	X	O	X	X	–	X	–	X	X	X	O	VH/MIC	VH/MIC	
Main > Mixing Console > Vol/Voice															
Volume															
Offset Volume Song	X	X	X	X	X	–	X	–	X	X	X	O	SONG	–	
Offset Volume Style	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Volume Multi Pad	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	MULTI PAD	–	
Volume Mic	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Volume Left	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Volume Right1	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume Right2	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Volume Right3	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part Volume Song	X	X	X	X	X	–	O	VOLUME	X	X	X	X	–	–	
Part Volume Style	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Keyboard Volume	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Audio Volume	O	X	X	X	X	–	X	–	X	X	X	O	AUDIO	–	
AUX In Volume	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
PanPot															
Offset Pan Style	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Pan Multi Pad	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
Pan Mic	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Pan Left	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Pan Right1	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pan Right2	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pan Right3	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Part Pan Song	X	X	X	X	X	–	O	PAN	X	X	X	X	–	–	
Part Pan Style	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Voice															
Voice (Right1)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Right2)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Right3)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Voice (Left)	X	X	X	X	O	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Voice (Style Part)	X	X	X	X	X	–	X	–	O	X	X	O	STYLE		
Voice (Song Part)	X	X	X	X	X	–	O	VOICE	X	X	X	X	–		
Main > Mixing Console > Filter															
Brightness															
Brightness Song Part	X	X	X	X	X	–	O	FILTER	X	X	X	X	–	–	
Brightness Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Brightness Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Brightness Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Brightness Right3	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Brightness Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Harmonic Content															
Harmonic Content Song Part	X	X	X	X	X	–	O	FILTER	X	X	X	X	–	–	
Harmonic Content Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Harmonic Content Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Harmonic Content Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Harmonic Content Right3	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Harmonic Content Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Main > Mixing Console > Tune															
Octave															
Octave Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave Right3	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Octave Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Transpose															
Tune Right1	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tune Right2	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tune Right3	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Tune Left	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Portamento Time															
Portamento Time Right1	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Portamento Time Right2	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Portamento Time Right3	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Portamento Time Left	X	X	X	X	O	Voice	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Pitch Bend Range															
Pitch Bend Range Right1	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Bend Range Right2	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Bend Range Right3	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Pitch Bend Range Left	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Tune															
Master Transpose	X	X	X	X	X	–	X	–	X	X	X	O	TRANSPOSE	–	
Song Transpose	X	X	X	X	X	–	X	–	X	X	X	O	TRANSPOSE	–	
Keyboard Transpose	X	X	X	X	X	–	X	–	X	X	X	O	TRANSPOSE	–	
Main > Mixing Console > Master Compressor															
Master Compressor Type	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Master Compressor Threshold Offset	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Master Compressor Ratio Offset	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Master Compressor Output Offset	X	X	O	X	X	–	X	–	X	X	X	X	–	–	
Master Compressor On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Main > Mixing Console > Line Out															
Line Out	O	X	X	X	X	–	X	–	X	X	X	O	LINE OUT	–	
Main > Mixing Console > EQ															
Master EQ Type	O	X	X	X	X	–	X	–	X	X	X	X	–	MASTER EQ	
Master EQ Parameter	X	X	O	X	X	–	X	–	X	X	X	X	–	MASTER EQ	
EQ Low Gain															
EQ Low Gain Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
EQ Low Gain Song Part	X	X	X	X	X	–	O	EQ	X	X	X	X	–	–	
EQ Low Gain Multi Pad	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
EQ Low Gain Right1	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Gain Right2	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Gain Right3	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ Low Gain Left	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EQ Low Gain Style (Offset)	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
EQ High Gain															
EQ High Gain Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
EQ High Gain Song Part	X	X	X	X	X	–	O	EQ	X	X	X	X	–	–	
EQ High Gain Multi Pad	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
EQ High Gain Right1	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Gain Right2	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Gain Right3	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
EQ High Gain Left	X	X	X	X	O	EQ	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
EQ High Gain Style (Offset)	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Main > Mixing Console > Effect															
Reverb Type															
Reverb Type	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB TYPE	
Reverb Return Level	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	REVERB RETURN LEVEL	
Reverb Depth															
Reverb Depth Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Reverb Depth Song Part	X	X	X	X	X	–	O	EFFECT	X	X	X	X	–		
Reverb Depth Multi Pad	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
Reverb Depth Mic	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Reverb Depth Right1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE		

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Reverb Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE		
Reverb Depth Right3	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE		
Reverb Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Reverb Depth Style (Offset)	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
Chorus Type															
Chorus Type	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	–	
Chorus Return Level	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	CHORUS RETURN LEVEL	
Chorus Depth															
Chorus Depth Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
Chorus Depth Song Part	X	X	X	X	X	–	O	EFFECT	X	X	X	X	–	–	
Chorus Depth Multi Pad	X	X	X	X	X	–	X	–	X	X	X	O	MULTI PAD	–	
Chorus Depth Mic	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Chorus Depth Right1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Chorus Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Chorus Depth Right3	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Chorus Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Chorus Depth Style (Offset)	X	X	X	X	X	–	X	–	X	X	X	O	STYLE	–	
DSP Type															
DSP1 (Variation) Type	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	–	
DSP1 (Variation) Return Level	X	X	X	X	X	–	O	EFFECT	O	X	X	O	STYLE/SONG	DSP RETURN LEVEL	
DSP2 Type	X	X	X	X	X	–	O	EFFECT	X	X	X	O	VOICE/ STYLE/SONG	–	
DSP3 Type	X	X	X	X	X	–	O	EFFECT	X	X	X	O	VOICE/ STYLE/SONG	–	
DSP4 Type	X	X	X	X	X	–	O	EFFECT	X	X	X	O	VOICE/ STYLE/SONG	–	
DSP5 Type	X	X	X	X	X	–	O	EFFECT	X	X	X	O	VOICE/ STYLE/SONG	–	
DSP6 Type	X	X	X	X	X	–	O	EFFECT	X	X	X	O	VOICE/ STYLE/SONG	–	
DSP7 Type	X	X	X	X	X	–	O	EFFECT/VH/MIC	X	X	X	O	STYLE/SONG/ VH/MC	VH/MIC	
DSP8 Type	X	X	X	X	X	–	O	–	X	X	X	O	STYLE	–	
DSP9 Type	X	X	X	X	X	–	O	–	X	X	X	O	STYLE	–	
DSP Depth															
DSP Depth Style Part	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
DSP Depth Song Part	X	X	X	X	X	–	O	EFFECT	X	X	X	X	–	–	
DSP Depth Right1	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Depth Right2	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Depth Right3	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
DSP Depth Left	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
DSP Depth Mic	X	X	X	X	X	–	O	VH/MIC	X	X	X	O	VH/MIC	–	
Insertion Type															
Insertion Type (Right1)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Insertion Type (Right2)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Insertion Type (Right3)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	VOICE	–	
Insertion Type (Left)	X	X	X	X	O	Effect	O	KEYBOARD VOICE	X	O	X	O	STYLE (*1)	–	
Insertion Type (Song)	X	X	X	X	X	–	O	EFFECT	X	X	X	X	–	–	
Insertion Type (Mic)	X	X	X	X	X	–	O	EFFECT/VH/MIC	X	X	X	O	VH/MIC	VH/MIC	
Effect Parameter (Reverb/Chorus/DSP1–6)	X	X	O	X	X	–	O	EFFECT	X	X	X	X	–		
Effect Parameter (DSP7)	X	X	O	X	X	–	O	VH/MIC	X	X	X	X	–	VH/MIC	
Effect Parameter (DSP8–9)	X	X	O	X	X	–	O	STYLE	X	X	X	X	–		
Main > Channel > Channel On/Off Popup															
Channel On/Off (Song)	X	X	X	X	X	–	X	–	X	X	X	O	SONG	–	
Channel On/Off (Style)	X	X	X	X	X	–	X	–	O	X	X	O	STYLE	–	
MIDI															
MIDI Template															
Template No.	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Preset Template Name	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Menu > Function > MIDI															
System															
Local Control	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Clock	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Transmit Clock	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Receive Transpose	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Receive Start/Stop	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
SysEx Transmit	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
SysEx Receive	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Chord SysEx Transmit	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Chord SysEx Receive	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Transmit															
Part Select	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Ch (for each part)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	

*1 Belongs to VOICE group when Ensemble Voice is selected.

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Filter (for each part)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Receive															
CH Select	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Part Select	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Filter (for each part)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Bass (On Bass Note)															
Bass (On Bass Note)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
Chord Detect															
Chord Detect	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
MFC10															
MFC10 On/Off Function (0–29)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
MFC10 Foot Function (1–5)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
MFC10 Receive Port	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
MFC10 Foot Part (0–4)	X	O	X	X	X	–	X	–	X	X	X	X	–	–	
MFC10 Receive Ch (Ch1–16)	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Menu > Function > Mater Tune/Scale Tune															
Master Tune															
Master Tune	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Scale Tune															
Scale	X	X	X	X	X	–	X	–	X	X	X	O	SCALE	–	
Tune	X	X	X	X	X	–	X	–	X	X	X	O	SCALE	–	
Base Note	X	X	X	X	X	–	X	–	X	X	X	O	SCALE	–	
Part Select (Right1/Right2/Right3,Left,Style,Multi Pad)	X	X	X	X	X	–	X	–	X	X	X	O	SCALE		
Menu > Function > Controller															
Slider															
Slider Assign	O	X	X	X	X	X	X	X	X	X	X	O	SLIDER	–	
Foot Pedal															
Pedal Function	X	X	X	X	X	X	X	X	X	X	X	O	PEDAL	–	
Pedal Settings	X	X	X	X	X	X	X	X	X	X	X	O	PEDAL	–	
Pedal Polarity	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Keyboard/Panel															
Initial Touch	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Initial Touch Off Level	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Initial Touch Part On/Off	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
AfterTouch	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
AfterTouch Part On/Off	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Modulation Wheel Part On/Off	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Transpose Assign	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Menu > Function > Regist Sequence/Freeze/Voice Set															
Regist Sequence															
Regist Sequence Data	X	X	X	X	X	–	X	–	X	X	X	O	–	–	
Regist Sequence Enable On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Regist(+) Pedal	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Regist(–) Pedal	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Regist Sequence End	X	X	X	X	X	–	X	–	X	X	X	O	–	–	
Freeze Group															
Freeze Group Setting	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice Set															
Voice Set Group Right1 On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice Set Group Right2 On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice Set Group Left On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice Set Group Right3 On/Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Menu > Function > Harmony/Echo															
Type	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Volume	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Speed	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Assign	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Chord Note Only	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Touch Limit	X	X	X	X	O	Harmony	O	KEYBOARD VOICE	X	O	X	O	HARMONY	–	
Menu > Function > Utility															
Configration1															
Fade In Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Fade Out Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Fade Out Hold Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Metronome Volume	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Metronome Sound	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Time Signature	X	X	X	X	X	–	O	–	O	X	X	X	–	–	
Parameter Lock	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Tap Count Percussion	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE	–	
Tap Count Velocity	X	X	X	X	X	–	O	KEYBOARD VOICE	X	O	X	O	STYLE	–	
Auto Power Off	O	X	X	X	X	–	X	–	X	X	X	X	–	–	

Parameter	System				VoiceSet	Voice Set Group	Song		Style		Multi Pad	Registration		Parameter Lock Group	Note
	Setup	MIDI Setup	User Effect	Music Finder			Song	Song Setup Group	Style Data	OTS		Regist	Freeze Group		
Configration2															
Line Out (Main)	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Screen Content	O	X	X	X	X	–	X	–	X	X	X	X	–	–	Cannot be reset with Factory Reset.
Display Style Tempo	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Display Voice Number	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Display Time Stamp	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Voice Category Button Options	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Popup Display Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
S.Art2 Auto Articulation	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Media															
Song Auto Open	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
HD Sleep Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Owner															
Language	O	X	X	X	X	–	X	–	X	X	X	X	–	–	Cannot be reset with Factory Reset.
Owner Name	O	X	X	X	X	–	X	–	X	X	X	X	–	–	Cannot be reset with Factory Reset.
Main Picture	O	X	X	X	X	–	X	–	X	X	X	X	–	–	Cannot be reset with Factory Reset.
Panel Lock	O	X	X	X	X	–	X	–	X	X	X	–	–		Cannot be reset with Factory Reset.
System Reset															
Factory Reset Setting	X	X	X	X	X	–	X	–	X	X	X	X	–	–	Language, Owner Name, Main Picture BackGround, Lyric Picture BackGround, and Screen Out related parameters are not reset.
Menu > Function > Wireless LAN															
Wireless LAN Mode	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Infrastructure															
SSID	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Security	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Password	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
DHCP	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
IP Address	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Subnet Mask	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Gateway	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
DNS Server1	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
DNS Server2	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Host Name	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Time Zone	O	X	X	X	X	–	X	–	X	X	X	X	–		
Daylight Saving Time	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Access Point															
SSID	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Security	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Password	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
DHCP Server	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
IP Address	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Subnet Mask	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Channel	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Registration															
Regist Memory Contents	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Regist Contents Name	X	X	X	X	X	–	X	–	X	X	X	O	–	–	
Transpose															
Transpose	X	X	X	X	X	–	X	–	X	X	X	O	TRANSPOSE	–	
Upper Octave															
Upper Octave	X	X	X	X	X	–	X	–	X	X	X	O	VOICE	–	
Audio Recorder/Player															
Audio Player File	X	X	X	X	X	–	X	–	X	X	X	O	AUDIO	–	
Vocal Cancel	X	X	X	X	X	–	X	–	X	X	X	O	AUDIO	–	
Time Stretch	X	X	X	X	X	–	X	–	X	X	X	O	AUDIO	–	
Pitch Shift	X	X	X	X	X	–	X	–	X	X	X	O	AUDIO	–	
Multi Track															
Nudge Play Mode	O	X	X	X	X	–	X	–	X	X	X	X	–	–	
Playlist															
Repeat Mode	O	X	X	X	X	–	X	–	X	X	X	X	–	–	

Many MIDI messages listed in the MIDI Data Format are expressed in decimal numbers, binary numbers and hexadecimal numbers.
Hexa-decimal numbers may include the letter “H” as a suffix. Also, “n” can freely be defined as any whole number.
To enter data/values, refer to the table below.

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
2	02	0000 0010
3	03	0000 0011
4	04	0000 0100
5	05	0000 0101
6	06	0000 0110
7	07	0000 0111
8	08	0000 1000
9	09	0000 1001
10	0A	0000 1010
11	0B	0000 1011
12	0C	0000 1100
13	0D	0000 1101
14	0E	0000 1110
15	0F	0000 1111
16	10	0001 0000
17	11	0001 0001
18	12	0001 0010
19	13	0001 0011
20	14	0001 0100
21	15	0001 0101
22	16	0001 0110
23	17	0001 0111
24	18	0001 1000
25	19	0001 1001
26	1A	0001 1010
27	1B	0001 1011
28	1C	0001 1100
29	1D	0001 1101
30	1E	0001 1110
31	1F	0001 1111

Decimal	Hexadecimal	Binary
32	20	0010 0000
33	21	0010 0001
34	22	0010 0010
35	23	0010 0011
36	24	0010 0100
37	25	0010 0101
38	26	0010 0110
39	27	0010 0111
40	28	0010 1000
41	29	0010 1001
42	2A	0010 1010
43	2B	0010 1011
44	2C	0010 1100
45	2D	0010 1101
46	2E	0010 1110
47	2F	0010 1111
48	30	0011 0000
49	31	0011 0001
50	32	0011 0010
51	33	0011 0011
52	34	0011 0100
53	35	0011 0101
54	36	0011 0110
55	37	0011 0111
56	38	0011 1000
57	39	0011 1001
58	3A	0011 1010
59	3B	0011 1011
60	3C	0011 1100
61	3D	0011 1101
62	3E	0011 1110
63	3F	0011 1111

Decimal	Hexadecimal	Binary
64	40	0100 0000
65	41	0100 0001
66	42	0100 0010
67	43	0100 0011
68	44	0100 0100
69	45	0100 0101
70	46	0100 0110
71	47	0100 0111
72	48	0100 1000
73	49	0100 1001
74	4A	0100 1010
75	4B	0100 1011
76	4C	0100 1100
77	4D	0100 1101
78	4E	0100 1110
79	4F	0100 1111
80	50	0101 0000
81	51	0101 0001
82	52	0101 0010
83	53	0101 0011
84	54	0101 0100
85	55	0101 0101
86	56	0101 0110
87	57	0101 0111
88	58	0101 1000
89	59	0101 1001
90	5A	0101 1010
91	5B	0101 1011
92	5C	0101 1100
93	5D	0101 1101
94	5E	0101 1110
95	5F	0101 1111

Decimal	Hexadecimal	Binary
96	60	0110 0000
97	61	0110 0001
98	62	0110 0010
99	63	0110 0011
100	64	0110 0100
101	65	0110 0101
102	66	0110 0110
103	67	0110 0111
104	68	0110 1000
105	69	0110 1001
106	6A	0110 1010
107	6B	0110 1011
108	6C	0110 1100
109	6D	0110 1101
110	6E	0110 1110
111	6F	0110 1111
112	70	0111 0000
113	71	0111 0001
114	72	0111 0010
115	73	0111 0011
116	74	0111 0100
117	75	0111 0101
118	76	0111 0110
119	77	0111 0111
120	78	0111 1000
121	79	0111 1001
122	7A	0111 1010
123	7B	0111 1011
124	7C	0111 1100
125	7D	0111 1101
126	7E	0111 1110
127	7F	0111 1111

- Except the table above, for example 144–159 (decimal)/9nH/10010000–1001 1111 (binary) denotes the Note On Message for each channel (1–16). 176–191/BnH/1011 0000–1011 1111 denotes the Control Change Message for each channel (1–16). 192-207/CnH/1100 0000–1100 1111 denotes the Program Change Message for each channel (1–16). 240/F0H/1111 0000 denotes the start of a System Exclusive Message. 247/F7H/1111 0111 denotes the end of a System Exclusive Message.

- aaH (hexadecimal)/0aaaaaaa (binary) denotes the data address. The address contains High, Mid, and Low.
- bbH/0bbbbbbb denotes the byte count.
- ccH/0ccccccc denotes the check sum.
- ddH/0ddddddd denotes the data/value.

MIDI CHANNEL MESSAGE (1)

[MIDI] [Internal sequencer]

MIDI Events	Status byte		1st Data byte			2nd Data byte			Voice		MIDI Reception					MIDI Transmission					PLAY		REC
	Status		Data	(HEX)	Parameter	Data	(HEX)	Parameter	Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
Key Off [GM1][GM2]	8nH	(n:Channel Number)	kk		Key no. (0 – 127)	vv		Velocity (0 – 127)	O	O (Harmony Channel)	O	O	O	O	O	X	X	X	O	X	O	X	X
Key On [GM1][GM2]	9nH	(n:Channel Number)	kk		Key no. (0 – 127)	vv		Key On :vv=1 – 127 Key Off :vv=0	O	O (Harmony Channel)	O	O	O	O	O	●	O	O	O	●	O	X	O
Control Change	BnH		0	(00H)	Bank Select MSB [GM2]	0 0 8 8 8 64 104 104 118 119 120 121 126 127	(00H) (00H) (08H) (08H) (08H) (40H) (68H) (68H) (76H) (77H) (78H) (79H) (7EH) (7FH)	Normal S.Articulation voice Mega voice S.Articulation voice S.Articulation2 voice SFX voice Normal S.Articulation voice GS Rhythm GS Normal GM2 Rhythm GM2 Normal SFX kit Drum kit	O	X	O	O	O Regist	O	O	●	O	●	●	X	O	O	O
			1	(01H)	Modulation [GM1][GM2]	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	●	O	O	O	●	O	O	O
			5	(05H)	Portamento Time [GM2]	0 – 127	(00H... 7FH)	Data	O (Except S.Articulation Piano, Organ Flutes)	X	O	O	O (All Keyboard parts)	X	O	●	O	X	O	X	O	O	O
			6	(06H)	Data Entry MSB [GM2]	0 – 127	(00H... 7FH)	Data	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	X	O
			7	(07H)	Main Volume [GM1][GM2]	0 – 127	(00H... 7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			10	(0AH)	Panpot [GM1][GM2]	0 – 127	(00H... 7FH)	L64…C…R63	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			11	(0BH)	Expression [GM1][GM2]	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	●	●	●	●	●	O	O	O
			16	(10H)	General Purpose Controller	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (All Keyboard parts)	X	O	X	O	X	O	X	O	O	X
			32	(20H)	Bank Select LSB [GM2]	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (Right1)	O	O	●	O	●	●	X	O	O	O
			38	(26H)	Data Entry LSB [GM2]	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	●	O	X	O	X	O	X	O
			64	(40H)	Sustain (Damper) [GM1][GM2]	0 – 127	(00H... 7FH)	Data	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	X	O	●	O	X	O	●	O	O	O
			65	(41H)	Portamento [GM2]	0 – 127	(00H... 7FH)	0…63, 64…127 (OFF, ON)	O (Except S.Articulation Piano, Organ Flutes)	X	O	O	O (All Keyboard parts)	X	O	●	O	X	O	●	O	O	O
			66	(42H)	Sostenuto [GM2]	0 – 127	(00H... 7FH)	0…63, 64…127 (OFF, ON)	O	X	O	O	O (All Keyboard parts)	X	O	●	O	X	O	●	O	O	O
			67	(43H)	Soft Pedal [GM2]	0 – 127	(00H... 7FH)	0…63, 64…127 (OFF, ON)	O	X	O	O	O (All Keyboard parts)	X	O	●	O	X	O	●	O	O	O
			71	(47H)	Harmonic Content [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	●	O	●	●	X	O	O	O
			72	(48H)	Release Time [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
			73	(49H)	Attack Time [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
			74	(4AH)	Brightness [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	●	O	●	●	X	O	O	O
			75	(4BH)	Decay Time [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	O	X	O	O	X
			76	(4CH)	Vibrato Rate [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	O	X	O	O	X
			77	(4DH)	Vibrato Depth [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	O	X	O	O	X
			78	(4EH)	Vibrato Delay [GM2]	0 – 127	(00H... 7FH)	-64…0…+63	O	X	O	O	O (All Keyboard parts)	O	O	X	X	X	O	X	O	O	X
			80	(50H)	General Purpose Controller (Articuration 1)	0 – 127	(00H... 7FH)	0: OFF 127: ON	O (SA/SA2 Voice Only)	X	O	X	X	X	X	●	X	O	O	X	O	O	O
			81	(51H)	General Purpose Controller (Articuration 2)	0 – 127	(00H... 7FH)	0: OFF 127: ON	O (SA2 Voice Only)	X	O	X	X	X	X	●	X	O	O	X	O	O	O

● : Transmitted via panel operations and keyboard/controller performances. O : Available

[GM1]...GM Required Parameter
[GM2]...GM Level2 Required Parameter

[MIDI] [Internal sequencer]

MIDI Events	Status byte		1st Data byte			2nd Data byte			Voice		MIDI Reception					MIDI Transmission					PLAY		REC
	Status		Data	(HEX)	Parameter	Data	(HEX)	Parameter	Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
Control Change	BnH		84	(54H)	Portamento Control	0 – 127	(00H... 7FH)	Key no. (0 – 127)	O	X	O	O	X	O	O	O	O	●	●	X	O	X	O
			91	(5BH)	Effect1 Depth (Reverb Send Level) [GM2]	0 – 127	(00H... 7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			93	(5DH)	Effect3 Depth (Chorus Send Level) [GM2]	0 – 127	(00H... 7FH)	Data	O	O (A/D Part Receive Channel)	O	O	O (All Keyboard parts)	O	O	●	●	●	●	X	O	O	O
			94	(5EH)	Effect4 Depth (Variation Send Level)	0 – 127	(00H... 7FH)	Data	O	X	O	O	O (All Keyboard parts)	O	O	O	O	●	●	X	O	O	X
			96	(60H)	RPN Increment	–	–	The data byte is ignored.	O	O (Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			97	(61H)	RPN Decrement	–	–	The data byte is ignored.	O	O (Harmony Channel)	O	O	X	O	O	X	O	X	O	X	O	X	X
			98	(62H)	NRPN LSB	0 – 127	(00H... 7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
			99	(63H)	NRPN MSB	0 – 127	(00H... 7FH)	Data	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
			100	(64H)	RPN LSB [GM2]	0 – 127	(00H... 7FH)	Data	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
			101	(65H)	RPN MSB [GM2]	0 – 127	(00H... 7FH)	Data	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
Mode Message	BnH	(n:Channel Number)	120	(78H)	All Sound Off [GM2]	0	(00H)	Data	O	X	O	O	O (All Keyboard parts)	O	O	X	O	X	O	X	O	X	X
			121	(79H)	Reset All Controllers [GM1][GM2]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X
			122	(7AH)	Local Control	0 127	(00H) (7FH)	OFF ON	–	–	O					X	X	X	X	X	X	X	X
			123	(7BH)	All Note Off [GM1][GM2]	0	(00H)	Data	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	X	O	X	O	X	O	X	X
			124	(7CH)	Omni Off [GM2]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X
			125	(7DH)	Omni On [GM2]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X
			126	(7EH)	Mono [GM2]	0 – 16	(00H... 10H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X
			127	(7FH)	Poly [GM2]	0	(00H)	Data	O	X	O	X	X	X	X	X	O	X	O	X	O	X	X
Program Change [GM1][GM2]	CnH	(n:Channel Number)	pp	(00H... 7FH)	Voice Number (0 – 127)	–	–	–	O	X	O	O	O (Right1)	O	O	●	O	●	●	X	O	O	O
Channel After Touch [GM1][GM2]	DnH	(n:Channel Number)	vv	(00H... 7FH)	Data	–	–	–	O	X	O	O	O (All Keyboard parts)	X	O	●	O	X	O	●	O	X	O
Polyphonic After Touch	AnH	(n:Channel Number)	kk	(00H... 7FH)	Key no. (0 – 127)	vv	(00H... 7FH)	Data	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
Pitch Bend Change [GM1][GM2]	EnH	(n:Channel Number)	cc	(00H... 7FH)	LSB	dd	(00H... 7FH)	MSB	O	O (Harmony Channel)	O	O	O (All Keyboard parts)	O	O	●	O	O	O	●	O	O	O
Realtime Message	F8H	MIDI Clock	–		–	–		–	–	–	(Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)					O (Transmitted when the Clock is set to Internal and the Transmit Clock is set to on.)					–	–	–
	FAH	Start	–		–	–		–	–	–	Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)					O (Transmitted when the Transmit Clock is set to on.)					–	–	–
	FBH	Continue	–		–	–		–	–	–	X					X					–	–	–
	FCH	Stop	–		–	–		–	–	–	Received when the Clock is set to MIDI A, MIDI B, USB1, or USB2.)					O (Transmitted when the Transmit Clock is set to on.)					–	–	–
	FEH	Active Sense [GM2]	–		–	–		–	–	–	O					O					–	–	–
	FFH	System Reset	–		–	–		–	–	–	X					X					–	–	–

● : Transmitted via panel operations and keyboard/controller performances. O : Available

About Mic/Vocal Harmony column:
Harmony Channel: The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter.
A/D Part Receive Channel: The relevant parameters are received by the song part designated by the AD Part Receive Channel of the XG format.

[GM1]...GM Required Parameter
[GM2]...GM Level2 Required Parameter

MIDI CHANNEL MESSAGE (2)

NRPN [MIDI] [Internal sequencer]

NRPN		Data Entry		Parameter	Data Range	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
MSB	LSB	MSB	LSB			Regular/ Drum/ Natural/Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
01H	08H	mmH	--	Vibrato Rate	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	09H	mmH	--	Vibrato Depth	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	0AH	mmH	--	Vibrato Delay	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	20H	mmH	--	Low Pass Filter Cutoff Frequency	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	21H	mmH	--	Low Pass Filter Resonance	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	30H	mmH	--	EQ Bass Gain	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	X	X	O	X	O	O	X
01H	31H	mmH	--	EQ Treble Gain	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	X	X	O	X	O	O	X
01H	34H	mmH	--	EQ Bass Frequency	mm : 04H – 28H (32…2.0k [Hz])	O	X	O	X	X	X	X	X	X	X	O	X	O	O	X
01H	35H	mmH	--	EQ Treble Frequency	mm : 1CH – 3AH (500…16.0k [Hz])	O	X	O	X	X	X	X	X	X	X	O	X	O	O	X
01H	63H	mmH	--	EG Attack Time	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
01H	64H	mmH	--	EG Decay Time	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	O	X	O	O	●	O	O	O	X	O	O	O
01H	66H	mmH	--	EG Release	mm : 00H – 40H – 7FH (-64…0…+63)	O	X	O	X	X	O	X	X	O	X	O	X	O	O	X
14H	rrH	mmH	--	Drum Low Pass Filter Cutoff Frequency	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
15H	rrH	mmH	--	Drum Low Pass Filter Resonance	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
16H	rrH	mmH	--	Drum EG Attack Rate	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
17H	rrH	mmH	--	Drum EG Decay Rate	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
18H	rrH	mmH	--	Drum Pitch Coarse	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
19H	rrH	mmH	--	Drum Pitch Fine	rr : drum instrument note number mm : 00H – 40H – 7FH (-64…0…+63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1AH	rrH	mmH	--	Drum Level	rr : drum instrument note number mm : 00H – 7FH (0…127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1CH	rrH	mmH	--	Drum Pan	rr : drum instrument note number mm : 00H, 01H – 40H – 7FH (RND, L63…C…R63)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1DH	rrH	mmH	--	Drum Reverb Send Level	rr : drum instrument note number mm : 00H – 7FH (0…127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1EH	rrH	mmH	--	Drum Chorus Send Level	rr : drum instrument note number mm : 00H – 7FH (0…127)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
1FH	rrH	mmH	--	Drum Variation Send Level	rr : drum instrument note number mm : 00H – 7FH (0…127) (Variation Connection = SYSTEM) mm : 00H, 01H – 7FH (OFF, ON) (Variation Connection = INSERTION)	O (Drum Only)	X	O	X	X	X	X	X	X	O	O	X	O	X	X
30H	rrH	mmH	--	Drum EQ Bass Gain	rr : drum instrument note number mm : 00H – 7FH (0…127)	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
31H	rrH	mmH	--	Drum EQ Treble Gain	rr : drum instrument note number mm : 00H – 7FH (0…127)	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
34H	rrH	mmH	--	Drum EQ Bass Frequency	rr : drum instrument note number mm : 04H – 28H (32…2.0k [Hz])	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X
35H	rrH	mmH	--	Drum EQ Treble Frequency	rr : drum instrument note number mm : 1CH – 3AH (500…16.0k [Hz])	X	X	X	X	X	X	X	X	X	X	O	X	X	X	X

● : Transmitted via panel operations and keyboard/controller performances. O : Available

NRPN MSB: 14H-35H (for drums) message is accepted as long as the channel is set with a drum voice.

Data Entry LSB: Ignored.

RPN [MIDI] [Internal sequencer]

RPN		Data Entry		Parameter	Data Range	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
MSB	LSB	MSB	LSB			Regular/ Drum/ Natural/Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
00H	00H	mmH	--	Pitch Bend Sensitivity [GM1][GM2]	mm : 00H – 18H (0…+24 [semitones])	O	X	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
00H	01H	mmH	llH	Fine Tune [GM1][GM2]	mm ll : 00H 00H -100 [cent] : mm ll : 40H 00H 0 [cent] : mm ll : 7FH 7FH 100 [cent]	O	X	O	O	O (All Keyboard parts)	O	O	●	O	O	O	X	O	O	O
00H	02H	mmH	--	Coarse Tune [GM1][GM2]	mm : 28H – 40H – 58H (-24…0…+24 [semitones])	O	X	O	O	O (All Keyboard parts)	O	O	X	O	O	O	X	O	O	X
00H	05H	mmH	llH	Modulation Sensitivity [GM2]	mm : Specified in semitone steps ll : Specified in 100/128 cent steps	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
7FH	7FH	--	--	Null [GM2]	–	O	O	O	O	O (All Keyboard parts)	O	O	X	O	O	O	X	O	X	X

● : Transmitted via panel operations and keyboard/controller performances. O : Available

About Mic/Vocal Harmony column:
The relevant parameters are received by the song part designated by the Effect's Harmony Channel Parameter or Melody Channel Parameter.

[GM1]...GM Required Parameter
[GM2]...GM Level2 Required Parameter

XG PARAMETER CHANGE TABLE

- Not received when Receive System Exclusive Message Parameters is set to off.
- Not transmitted when Transmit System Exclusive Message Parameters is set to off.

MIDI Parameter Change table (XG SYSTEM)

[MIDI] [Internal sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
00	00	00 01 02 03	4	00 – 0F 00 – 0F 00 – 0F 00 – 0F	MASTER TUNE	-102.4…0…+102.3 [cent] 1st bit3 – 0→bit15 – 12 2nd bit3 – 0→bit11 – 8 3rd bit3 – 0→bit7 – 4 4th bit3 – 0→bit3 – 0	* Panel setting value	O	O	O			●					O	X	X
		04	1	00 – 7F	MASTER VOLUME	0…127	7F	O	X	O (Available for extra parts of a song)			O					O	O	X
		05	1	00 – 7F	MASTER ATTENUATOR	0…127	00	X	X	X			X					X	X	X
		06	1	28 – 58	TRANSPOSE	-24…0…+24 [semitones]	40	O	O	O (Available for extra parts of a song)			O					O	O	X
		7D	1	N	DRUM SETUP RESET	N:Drum setup number	–	O (Drum Only)	X	O (Available for extra parts of a song)			O					O	X	X
		7E	1	00	XG SYSTEM ON	00=XG system ON	–	O	X	O (Available for extra parts of a song)			O					O	X	O
		7F	1	00	ALL PARAMETER RESET	00=ON	–	O	X	O (Available for extra parts of a song)			O					O	X	X

TOTAL SIZE 07

● : Transmitted via panel operations O : Available

MIDI Parameter Change table (SYSTEM INFORMATION)

[MIDI] [Internal sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
							Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
00	00	00 : 0D 0E 0F	E : 1 1	20 – 7F : 20 – 7F	Model Name 1 : Model Name 14 NOT USED NOT USED	32…127 (ASCII CHARACTER) : 32…127 (ASCII CHARACTER)	–	–	–					O (Available only when receiving requests via MIDI)					–	–	–

TOTAL SIZE 10

Transmitted in response to Dump Request. Not received.

MIDI Parameter Change table (EFFECT1)

[MIDI] [Internal sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
02	01	00	2	00 – 7F 00 – 7F	REVERB TYPE MSB REVERB TYPE LSB	Refer to Effect Parameter List Refer to Effect Parameter List	01 (=HALL1) 00	O	O	O			●					O	O	O
		02	1	00 – 7F	REVERB PARAMETER 1	Refer to Effect Parameter List	Depends on Reverb Type	O	O	O			●					O	O	O
		03	1	00 – 7F	REVERB PARAMETER 2	Refer to Effect Parameter List	Depends on Reverb Type	O	O	O			●					O	O	O

[MIDI] [Internal sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
		04	1	00 – 7F	REVERB PARAMETER 3	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		05	1	00 – 7F	REVERB PARAMETER 4	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		06	1	00 – 7F	REVERB PARAMETER 5	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		07	1	00 – 7F	REVERB PARAMETER 6	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		08	1	00 – 7F	REVERB PARAMETER 7	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		09	1	00 – 7F	REVERB PARAMETER 8	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		0A	1	00 – 7F	REVERB PARAMETER 9	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		0B	1	00 – 7F	REVERB PARAMETER 10	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		0C	1	00 – 7F	REVERB RETURN	-∞dB…0dB…+6dB (0…64…127)	40	O	O		O						●			O	O	O
		0D	1	01 – 7F	REVERB PAN	L63…C…R63	40	O	O		O						O			O	O	X
TOTAL SIZE			0E																			
02	01	10	1	00 – 7F	REVERB PARAMETER 11	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		11	1	00 – 7F	REVERB PARAMETER 12	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		12	1	00 – 7F	REVERB PARAMETER 13	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		13	1	00 – 7F	REVERB PARAMETER 14	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		14	1	00 – 7F	REVERB PARAMETER 15	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
		15	1	00 – 7F	REVERB PARAMETER 16	Refer to Effect Parameter List	Depends on Reverb Type	O	O		O						●			O	O	O
TOTAL SIZE			06																			

● : Transmitted via panel operations O : Available

MIDI [Internal sequencer]

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
02	01	20	2	00 – 7F 00 – 7F	CHORUS TYPE MSB CHORUS TYPE LSB	Refer to Effect Parameter List Refer to Effect Parameter List	41 (=CHORUS1) 00	O	O		O						●			O	O	O
		22	1	00 – 7F	CHORUS PARAMETER 1	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		23	1	00 – 7F	CHORUS PARAMETER 2	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		24	1	00 – 7F	CHORUS PARAMETER 3	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		25	1	00 – 7F	CHORUS PARAMETER 4	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		26	1	00 – 7F	CHORUS PARAMETER 5	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		27	1	00 – 7F	CHORUS PARAMETER 6	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		28	1	00 – 7F	CHORUS PARAMETER 7	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		29	1	00 – 7F	CHORUS PARAMETER 8	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		2A	1	00 – 7F	CHORUS PARAMETER 9	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		2B	1	00 – 7F	CHORUS PARAMETER 10	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		2C	1	00 – 7F	CHORUS RETURN	-∞dB…0dB…+6dB (0…64…127)	40	O	O		O						●			O	O	O
		2D	1	01 – 7F	CHORUS PAN	L63…C…R63	40	O	O		O						O			O	O	X
		2E	1	00 – 7F	SEND CHORUS TO REVERB	-∞dB…0dB…+6dB (0…64…127)	00	O	O		O						O			O	O	X
TOTAL SIZE			0F																			
02	01	30	1	00 – 7F	CHORUS PARAMETER 11	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		31	1	00 – 7F	CHORUS PARAMETER 12	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		32	1	00 – 7F	CHORUS PARAMETER 13	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		33	1	00 – 7F	CHORUS PARAMETER 14	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		34	1	00 – 7F	CHORUS PARAMETER 15	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
		35	1	00 – 7F	CHORUS PARAMETER 16	Refer to Effect Parameter List	Depends on Chorus Type	O	O		O						●			O	O	O
TOTAL SIZE			06																			

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	MIDI: Voice		MIDI: MIDI Reception					MIDI: MIDI Transmission					[Internal sequencer]: PLAY		[Internal sequencer]: REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
02	01	40	2	00 – 7F	VARIATION TYPE MSB	Refer to Effect Parameter List	05 (=DELAY L, C, R)	O	O			O					●			O	O	O
				00 – 7F	VARIATION TYPE LSB	Refer to Effect Parameter List	00															
		42	2	00 – 7F	VARIATION PARAMETER 1 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 1 LSB	Refer to Effect Parameter List																
		44	2	00 – 7F	VARIATION PARAMETER 2 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 2 LSB	Refer to Effect Parameter List																
		46	2	00 – 7F	VARIATION PARAMETER 3 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 3 LSB	Refer to Effect Parameter List																
		48	2	00 – 7F	VARIATION PARAMETER 4 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 4 LSB	Refer to Effect Parameter List																
		4A	2	00 – 7F	VARIATION PARAMETER 5 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 5 LSB	Refer to Effect Parameter List																
		4C	2	00 – 7F	VARIATION PARAMETER 6 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 6 LSB	Refer to Effect Parameter List																
		4E	2	00 – 7F	VARIATION PARAMETER 7 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 7 LSB	Refer to Effect Parameter List																
		50	2	00 – 7F	VARIATION PARAMETER 8 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 8 LSB	Refer to Effect Parameter List																
		52	2	00 – 7F	VARIATION PARAMETER 9 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 9 LSB	Refer to Effect Parameter List																
		54	2	00 – 7F	VARIATION PARAMETER 10 MSB	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
				00 – 7F	VARIATION PARAMETER 10 LSB	Refer to Effect Parameter List																
		56	1	00 – 7F	VARIATION RETURN	-∞dB…0dB…+6dB (0…64…127)	40	O	O			O					●			O	O	O
		57	1	01 – 7F	VARIATION PAN	L63…C…R63	40	O	O			O					O			O	O	X
		58	1	00 – 7F	SEND VARIATION TO REVERB	-∞dB…0dB…+6dB (0…64…127)	00	O	O			O					O			O	O	X
		59	1	00 – 7F	SEND VARIATION TO CHORUS	-∞dB…0dB…+6dB (0…64…127)	00	O	O			O					O			O	O	X
		5A	1	00 – 01	VARIATION CONNECTION	INSERTION, SYSTEM	00	O	O			O					●			O	O	O
		5B	1	00 – 7F	VARIATION PART NUMBER	Reception: Part1…16 (0…15) Transmission: Part1…16 (0…15) AD (64) OFF (127)	7F	O	O			O					●			O	O	O
		5C	1	00 – 7F	MW VARIATION CONTROL DEPTH	-64…0…+63	40	O	O			O					O			O	O	X
		5D	1	00 – 7F	BEND VARIATION CONTROL DEPTH	-64…0…+63	40	O	O			O					O			O	O	X
		5E	1	00 – 7F	CAT VARIATION CONTROL DEPTH	-64…0…+63	40	O	O			O					O			O	O	X
		5F	1	00 – 7F	AC1 VARIATION CONTROL DEPTH	-64…0…+63	40	O	O			O					O			O	O	X
		60	1	00 – 7F	AC2 VARIATION CONTROL DEPTH	-64…0…+63	40	O	O			O					O			O	O	X
TOTAL SIZE			21																			

02	01	70	1	00 – 7F	VARIATION PARAMETER 11	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
		71	1	00 – 7F	VARIATION PARAMETER 12	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
		72	1	00 – 7F	VARIATION PARAMETER 13	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
		73	1	00 – 7F	VARIATION PARAMETER 14	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
		74	1	00 – 7F	VARIATION PARAMETER 15	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
		75	1	00 – 7F	VARIATION PARAMETER 16	Refer to Effect Parameter List	Depends on Variation Type	O	O			O					●			O	O	O
TOTAL SIZE			06																			

● : Transmitted via panel operations O : Available

MIDI Parameter Change table (MULTI EQ)

Address (H)			Size (H)	Data (H)	Parameter	Description		[MIDI] Voice: Regular/Drum/Natural/Organ Voice	[MIDI] Voice: Mic/Vocal Harmony	[MIDI] MIDI Reception: Song	[MIDI] MIDI Reception: Right1 Right2 Right3 Left	[MIDI] MIDI Reception: Keyboard	[MIDI] MIDI Reception: Style	[MIDI] MIDI Reception: Extra	[MIDI] MIDI Transmission: Right1 Right2 Right3 Left	[MIDI] MIDI Transmission: M.Pad	[MIDI] MIDI Transmission: Style	[MIDI] MIDI Transmission: Song	[MIDI] MIDI Transmission: Upper Lower	[Internal sequencer] PLAY: PLAY	[Internal sequencer] PLAY: REW	[Internal sequencer] REC: From panel (Right1/Right2/Right3/Left)
02	40	00	1	00 – 04	EQ TYPE	flat, jazz, pops, rock, classic	*The MULTI EQ Parameter cannot be reset to its factory setting with XG SYSTEM ON.	O	O	O					O					O	X	X
		01	1	34 – 4C	EQ GAIN1	-12…0…+12 [dB]		O	O	O					●					O	X	X
		02	1	04 – 28	EQ FREQUENCY1	32…2.0k [Hz]		O	O	O					●					O	X	X
		03	1	01 – 78	EQ Q1	0.1…12.0		O	O	O					●					O	X	X
		04	1	00 – 01	EQ SHAPE1	shelving, peaking		O	O	O					O					O	X	X
		05	1	34 – 4C	EQ GAIN2	-12…0…+12 [dB]		O	O	O					●					O	X	X
		06	1	0E – 36	EQ FREQUENCY2	100…10.0k [Hz]		O	O	O					●					O	X	X
		07	1	01 – 78	EQ Q2	0.1…12.0		O	O	O					●					O	X	X
		08	1		NOT USED			–	–	–					–					–	–	–
		09	1	34 – 4C	EQ GAIN3	-12…0…+12 [dB]		O	O	O					●					O	X	X
		0A	1	0E – 36	EQ FREQUENCY3	100…10.0k [Hz]		O	O	O					●					O	X	X
		0B	1	01 – 78	EQ Q3	0.1…12.0		O	O	O					●					O	X	X
		0C	1		NOT USED			–	–	–					–					–	–	–
		0D	1	34 – 4C	EQ GAIN4	-12…0…+12 [dB]		O	O	O					●					O	X	X
		0E	1	0E – 36	EQ FREQUENCY4	100…10.0k [Hz]		O	O	O					●					O	X	X
		0F	1	01 – 78	EQ Q4	0.1…12.0		O	O	O					●					O	X	X
		10	1		NOT USED			–	–	–					–					–	–	–
		11	1	34 – 4C	EQ GAIN5	-12…0…+12 [dB]		O	O	O					●					O	X	X
		12	1	1C – 3A	EQ FREQUENCY5	0.5k…16.0k [Hz]		O	O	O					●					O	X	X
		13	1	01 – 78	EQ Q5	0.1…12.0		O	O	O					●					O	X	X
		14	1	00 – 01	EQ SHAPE5	shelving, peaking		O	O	O					O					O	X	X

TOTAL SIZE 15

● : Transmitted via panel operations o : Available

MIDI Parameter Change table (EFFECT2)

Address (H)			Size (H)	Data (H)	Parameter	Description		[MIDI] Voice: Regular/Drum/Natural/Organ Voice	[MIDI] Voice: Mic/Vocal Harmony	[MIDI] MIDI Reception: Song	[MIDI] MIDI Reception: Right1 Right2 Right3 Left	[MIDI] MIDI Reception: Keyboard	[MIDI] MIDI Reception: Style	[MIDI] MIDI Reception: Extra	[MIDI] MIDI Transmission: Right1 Right2 Right3 Left	[MIDI] MIDI Transmission: M.Pad	[MIDI] MIDI Transmission: Style	[MIDI] MIDI Transmission: Song	[MIDI] MIDI Transmission: Upper Lower	[Internal sequencer] PLAY: PLAY	[Internal sequencer] PLAY: REW	[Internal sequencer] REC: From panel (Right1/Right2/Right3/Left)
03	n	00	2	00 – 7F	INSERTION EFFECT TYPE MSB	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	O	O	O					●					O	O	O
				00 – 7F	INSERTION EFFECT TYPE LSB	Refer to Effect Parameter List																
		02	1	00 – 7F	INSERTION EFFECT PARAMETER 1	Refer to Effect Parameter List		O	O	O					●					O	O	O
		03	1	00 – 7F	INSERTION EFFECT PARAMETER 2	Refer to Effect Parameter List		O	O	O					●					O	O	O
		04	1	00 – 7F	INSERTION EFFECT PARAMETER 3	Refer to Effect Parameter List		O	O	O					●					O	O	O
		05	1	00 – 7F	INSERTION EFFECT PARAMETER 4	Refer to Effect Parameter List		O	O	O					●					O	O	O
		06	1	00 – 7F	INSERTION EFFECT PARAMETER 5	Refer to Effect Parameter List		O	O	O					●					O	O	O
		07	1	00 – 7F	INSERTION EFFECT PARAMETER 6	Refer to Effect Parameter List		O	O	O					●					O	O	O
		08	1	00 – 7F	INSERTION EFFECT PARAMETER 7	Refer to Effect Parameter List		O	O	O					●					O	O	O
		09	1	00 – 7F	INSERTION EFFECT PARAMETER 8	Refer to Effect Parameter List		O	O	O					●					O	O	O
		0A	1	00 – 7F	INSERTION EFFECT PARAMETER 9	Refer to Effect Parameter List		O	O	O					●					O	O	O
		0B	1	00 – 7F	INSERTION EFFECT PARAMETER 10	Refer to Effect Parameter List		O	O	O					●					O	O	O
		0C	1	00 – 7F	INSERTION EFFECT PART NUMBER	Reception : Part1...16 (0...15) Transmission : Part1...16 (0...15) AD (64) OFF (127)		O	O	O					●					O	O	O
		0D	1	00 – 7F	MW INSERTION CONTROL DEPTH	-64…0…+63		O	O	O					O					O	O	X
		0E	1	00 – 7F	BEND INSERTION CONTROL DEPTH	-64…0…+63		O	O	O					O					O	O	X
		0F	1	00 – 7F	CAT INSERTION CONTROL DEPTH	-64…0…+63		O	O	O					O					O	O	X
		10	1	00 – 7F	AC1 INSERTION CONTROL DEPTH	-64…0…+63		O	O	O					O					O	O	X
		11	1	00 – 7F	AC2 INSERTION CONTROL DEPTH	-64…0…+63		O	O	O					O					O	O	O

TOTAL SIZE 12

		20	1	00 – 7F	INSERTION EFFECT PARAMETER 11	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	O	O	O					●					O	O	O
		21	1	00 – 7F	INSERTION EFFECT PARAMETER 12	Refer to Effect Parameter List		O	O	O					●					O	O	O
		22	1	00 – 7F	INSERTION EFFECT PARAMETER 13	Refer to Effect Parameter List		O	O	O					●					O	O	O
		23	1	00 – 7F	INSERTION EFFECT PARAMETER 14	Refer to Effect Parameter List		O	O	O					●					O	O	O
		24	1	00 – 7F	INSERTION EFFECT PARAMETER 15	Refer to Effect Parameter List		O	O	O					●					O	O	O
		25	1	00 – 7F	INSERTION EFFECT PARAMETER 16	Refer to Effect Parameter List		O	O	O					●					O	O	O

TOTAL SIZE 6

		30	2	00 – 7F	INSERTION EFFECT PARAMETER 1 MSB	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	O	O	O					●					O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 1 LSB	Refer to Effect Parameter List																
		32	2	00 – 7F	INSERTION EFFECT PARAMETER 2 MSB	Refer to Effect Parameter List		O	O	O					●					O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 2 LSB	Refer to Effect Parameter List																

		34	2	00 – 7F	INSERTION EFFECT PARAMETER 3 MSB	Refer to Effect Parameter List	*The EFFECT2 Parameter cannot be reset to its factory setting with XG SYSTEM ON.	O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 3 LSB	Refer to Effect Parameter List								
		36	2	00 – 7F	INSERTION EFFECT PARAMETER 4 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 4 LSB	Refer to Effect Parameter List								
		38	2	00 – 7F	INSERTION EFFECT PARAMETER 5 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 5 LSB	Refer to Effect Parameter List								
		3A	2	00 – 7F	INSERTION EFFECT PARAMETER 6 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 6 LSB	Refer to Effect Parameter List								
		3C	2	00 – 7F	INSERTION EFFECT PARAMETER 7 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 7 LSB	Refer to Effect Parameter List								
		3E	2	00 – 7F	INSERTION EFFECT PARAMETER 8 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 8 LSB	Refer to Effect Parameter List								
		40	2	00 – 7F	INSERTION EFFECT PARAMETER 9 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 9 LSB	Refer to Effect Parameter List								
		42	2	00 – 7F	INSERTION EFFECT PARAMETER 10 MSB	Refer to Effect Parameter List		O	O	O	●	O	O	O
				00 – 7F	INSERTION EFFECT PARAMETER 10 LSB	Refer to Effect Parameter List								

TOTAL SIZE 14

● : Transmitted via panel operations O : Available

The second byte of the address is considered as an Insertion effect number.
n : insertion effect number (n = 0 – 5)

For effect types that do not require MSB, the Parameters for Address 02 – 0B will be received and the Parameters for Address 30 – 42 will not be received.
For effect types that require MSB, the Parameters for Address 30 – 42 will be received and the Parameters for Address 02 – 0B will not be received.
Type MSB of the effect types that require Parameter MSB are: 5, 6, 7, 8, 95, 96, 97, 98, 104.

When Bulk Dumps that include Effect Type data are transmitted, the Parameters for Address 02 – 0B will always be transmitted. But, effects that require MSB, when the bulk dump is received the Parameters for Address 02 – 0B will not be received.

MIDI Parameter Change table (SPECIAL EFFECT)

								[MIDI]											[Internal sequencer]		
Address (H)			Size (H)	Data (H)	Parameter	Description		Voice		MIDI Reception					MIDI Transmission						PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
04	00	00	2	00 – 7F	VOCAL HARMONY TYPE MSB	Vocal Haomony (12), Synth Vocoder (13), Vocoder XG (89), Chordal XG (90), Detune XG (91), Chromatic XG (92), Thru (0…11, 14…88, 93…127)	* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	O	O					●					O	O	X
				00 – 7F	VOCAL HARMONY TYPE LSB																	
		02	1	00 – 7F	VOCAL HARMONY PARAMETER 1			X	O	O					●					O	O	X
		03	1	00 – 7F	VOCAL HARMONY PARAMETER 2			X	O	O					●					O	O	X
		04	1	00 – 7F	VOCAL HARMONY PARAMETER 3			X	O	O					●					O	O	X
		05	1	00 – 7F	VOCAL HARMONY PARAMETER 4			X	O	O					●					O	O	X
		06	1	00 – 7F	VOCAL HARMONY PARAMETER 5			X	O	O					O					O	O	X
		07	1	00 – 7F	VOCAL HARMONY PARAMETER 6			X	O	O					O					O	O	X
		08	1	00 – 7F	VOCAL HARMONY PARAMETER 7			X	O	O					●					O	O	X
		09	1	00 – 7F	VOCAL HARMONY PARAMETER 8			X	O	O					●					O	O	X
		0A	1	00 – 7F	VOCAL HARMONY PARAMETER 9			X	O	O					●					O	O	X
		0B	1	00 – 7F	VOCAL HARMONY PARAMETER 10			X	O	O					O					O	O	X
		0C	1	00 – 7F	VOCAL HARMONY PART NUMBER	ON (64), OFF (0…63, 65…127)		X	O	O					●					O	O	O
		0D	1	00 – 7F	MW INSERTION CONTROL DEPTH	-64…0…+63		X	X	X					X					X	X	X
		0E	1	00 – 7F	BEND INSERTION CONTROL DEPTH	-64…0…+63		X	X	X					X					X	X	X
		0F	1	00 – 7F	CAT INSERTION CONTROL DEPTH	-64…0…+63		X	X	X					X					X	X	X
		10	1	00 – 7F	AC1 INSERTION CONTROL DEPTH	-64…0…+63		X	X	X					X					X	X	X
		11	1	00 – 7F	AC2 INSERTION CONTROL DEPTH	-64…0…+63		X	X	X					X					X	X	X

TOTAL SIZE 0D

		14	1	00 – 7F	HARMONY CHANNEL	1…16 (0…15), OFF (127)	* Same as above	X	O	O					●					O	O	X
		15	1	00 – 7F	MELODY CHANNEL	1…16 (0…15), OFF (127)		X	O	O					O					O	O	X

TOTAL SIZE 2

		16	1	00 – 7F	Lead Output Level		* Same as above	X	O	O					●					O	O	X
		17	1	00 – 7F	Harmony Output Level			X	O	O					●					O	O	X

TOTAL SIZE 2

		18	1	00 – 7F	Lead Vocal Effect Dry Level		* Same as above	X	O	O					●					O	O	X
		19	1	00 – 7F	Harmony Vocal Effect Dry Level			X	O	O					●					O	O	X
		1A	1	00 – 7F	Lead Vocal Effect Send Level			X	O	O					●					O	O	X
		1B	1	00 – 7F	Harmony Vocal Effect Send Level			X	O	O					●					O	O	X

TOTAL SIZE 4

		20	1	00 – 7F	VOCAL HARMONY PARAMETER 11		* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	O	O	●	O	O	X
		21	1	00 – 7F	VOCAL HARMONY PARAMETER 12			X	O	O	●	O	O	X
		22	1	00 – 7F	VOCAL HARMONY PARAMETER 13			X	O	O	●	O	O	X
		23	1	00 – 7F	VOCAL HARMONY PARAMETER 14			X	O	O	●	O	O	X
		24	1	00 – 7F	VOCAL HARMONY PARAMETER 15			X	O	O	●	O	O	X
		25	1	00 – 7F	VOCAL HARMONY PARAMETER 16			X	O	O	●	O	O	X

TOTAL SIZE 6

		26	1	00 – 7F	VOCAL HARMONY PARAMETER 17		* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	O	O	●	O	O	X
		27	1	00 – 7F	VOCAL HARMONY PARAMETER 18			X	O	O	●	O	O	X
		28	1	00 – 7F	VOCAL HARMONY PARAMETER 19			X	O	O	●	O	O	X
		29	1	00 – 7F	VOCAL HARMONY PARAMETER 20			X	O	O	●	O	O	X
		2A	1	00 – 7F	VOCAL HARMONY PARAMETER 21			X	O	O	●	O	O	X
		2B	1	00 – 7F	VOCAL HARMONY PARAMETER 22			X	O	O	●	O	O	X
		2C	1	00 – 7F	VOCAL HARMONY PARAMETER 23			X	O	O	●	O	O	X
		2D	1	00 – 7F	VOCAL HARMONY PARAMETER 24			X	O	O	●	O	O	X
		2E	1	00 – 7F	VOCAL HARMONY PARAMETER 25			X	O	O	●	O	O	X
		2F	1	00 – 7F	VOCAL HARMONY PARAMETER 26			X	O	O	●	O	O	X
		30	1	00 – 7F	VOCAL HARMONY PARAMETER 27			X	O	O	●	O	O	X
		31	1	00 – 7F	VOCAL HARMONY PARAMETER 28			X	O	O	●	O	O	X
		32	1	00 – 7F	VOCAL HARMONY PARAMETER 29			X	O	O	●	O	O	X
		33	1	00 – 7F	VOCAL HARMONY PARAMETER 30			X	O	O	●	O	O	X
		34	1	00 – 7F	VOCAL HARMONY PARAMETER 31			X	O	O	●	O	O	X
		35	1	00 – 7F	VOCAL HARMONY PARAMETER 32			X	O	O	●	O	O	X
		36	1	00 – 7F	VOCAL HARMONY PARAMETER 33			X	O	O	●	O	O	X
		37	1	00 – 7F	VOCAL HARMONY PARAMETER 34			X	O	O	●	O	O	X
		38	1	00 – 7F	VOCAL HARMONY PARAMETER 35			X	O	O	●	O	O	X
		39	1	00 – 7F	VOCAL HARMONY PARAMETER 36			X	O	O	●	O	O	X
		3A	1	00 – 7F	VOCAL HARMONY PARAMETER 37			X	O	O	●	O	O	X
		3B	1	00 – 7F	VOCAL HARMONY PARAMETER 38			X	O	O	●	O	O	X
		3C	1	00 – 7F	VOCAL HARMONY PARAMETER 39			X	O	O	●	O	O	X
		3D	1	00 – 7F	VOCAL HARMONY PARAMETER 40			X	O	O	●	O	O	X
		3E	1	00 – 7F	VOCAL HARMONY PARAMETER 41			X	O	O	●	O	O	X
		3F	1	00 – 7F	VOCAL HARMONY PARAMETER 42			X	O	O	●	O	O	X
		40	1	00 – 7F	VOCAL HARMONY PARAMETER 43			X	O	O	●	O	O	X
		41	1	00 – 7F	VOCAL HARMONY PARAMETER 44			X	O	O	●	O	O	X
		42	1	00 – 7F	VOCAL HARMONY PARAMETER 45			X	O	O	●	O	O	X
		43	1	00 – 7F	VOCAL HARMONY PARAMETER 46			X	O	O	●	O	O	X
		44	1	00 – 7F	VOCAL HARMONY PARAMETER 47			X	O	O	●	O	O	X
		45	1	00 – 7F	VOCAL HARMONY PARAMETER 48			X	O	O	●	O	O	X

TOTAL SIZE 20

04	00	60	2	00 – 7F	VOCAL EFFECT TYPE MSB		* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT TYPE LSB									
		62	2	00 – 7F	VOCAL EFFECT PARAMETER 1 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 1 LSB									
		64	2	00 – 7F	VOCAL EFFECT PARAMETER 2 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 2 LSB									
		66	2	00 – 7F	VOCAL EFFECT PARAMETER 3 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 3 LSB									
		68	2	00 – 7F	VOCAL EFFECT PARAMETER 4 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 4 LSB									
		6A	2	00 – 7F	VOCAL EFFECT PARAMETER 5 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 5 LSB									
		6C	2	00 – 7F	VOCAL EFFECT PARAMETER 6 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 6 LSB									
		6E	2	00 – 7F	VOCAL EFFECT PARAMETER 7 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 7 LSB									
		70	2	00 – 7F	VOCAL EFFECT PARAMETER 8 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 8 LSB									
		72	2	00 – 7F	VOCAL EFFECT PARAMETER 9 MSB			X	O	O	●	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 9 LSB									
		74	2	00 – 7F	VOCAL EFFECT PARAMETER 10 MSB			X	O	O	O	O	O	X
				00 – 7F	VOCAL EFFECT PARAMETER 10 LSB									
		76	1	00 – 7F	VOCAL EFFECT SWTCH	ON (1-127), OFF (0)		X	O	O	●	O	O	O
		77	1	00 – 7F	VOCAL EFFECT OUTPUT LEVEL			X	O	O	O	O	O	X

TOTAL SIZE 18

04	00	7A	1	00 – 7F	VOCAL EFFECT PARAMETER 11		* The SPECIAL EFFECT Parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	O	O	●	O	O	X
		7B	1	00 – 7F	VOCAL EFFECT PARAMETER 12			X	O	O	●	O	O	X
		7C	1	00 – 7F	VOCAL EFFECT PARAMETER 13			X	O	O	●	O	O	X
		7D	1	00 – 7F	VOCAL EFFECT PARAMETER 14			X	O	O	●	O	O	X
		7E	1	00 – 7F	VOCAL EFFECT PARAMETER 15			X	O	O	●	O	O	X
		7F	1	00 – 7F	VOCAL EFFECT PARAMETER 16			X	O	O	●	O	O	X

TOTAL SIZE 6

● : Transmitted via panel operations O : Available

MIDI Parameter Change table (MULTI PART)

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	[MIDI] Voice		[MIDI] MIDI Reception					[MIDI] MIDI Transmission					[Internal sequencer] PLAY		REC
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
08	nn	00	1	00 – 20	ELEMENT RESERVE	0…32	part10, 26=0, other parts=2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		01	1	00 – 7F	BANK SELECT MSB	0…127	part10=7F, other parts=00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		02	1	00 – 7F	BANK SELECT LSB	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		03	1	00 – 7F	PROGRAM NUMBER	1…128	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		04	1	00 – 0F, 7F	Rcv CHANNEL	1…16, OFF	Part No.	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		05	1	00 – 01	MONO/POLY MODE	MONO, POLY	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		06	1	00 – 02	SAME NOTE NUMBER KEY ON ASSIGN	SINGLE, MULTI, INST (for Drum)	01	O	X	O	X	X	O	X	X	X	X	O	X	O	X	X
		07	1	00 – 03	PART MODE	NORMAL, DRUM, DRUMS1…2	part10=02, other parts=00	O	X	O	X	X	X	X	●	X	●	●	X	O	X	O
		08	1	28 – 58	NOTE SHIFT	-24…0…+24 [semitones]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		09 0A	2	00 – 0F 00 – 0F	DETUNE	-12.8…0…+12.7 [Hz] 1st bit3 – 0→bit7 – 4 2nd bit3 – 0→bit3 – 0	08 00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		0B	1	00 – 7F	VOLUME	0…127	64	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		0C	1	00 – 7F	VELOCITY SENSE DEPTH	0…127	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	O
		0D	1	00 – 7F	VELOCITY SENSE OFFSET	0…127	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	O
		0E	1	00 – 7F	PAN	RND, L63…C…R63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		0F	1	00 – 7F	NOTE LIMIT LOW	C-2…G8	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		10	1	00 – 7F	NOTE LIMIT HIGH	C-2…G8	7F	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		11	1	00 – 7F	DRY LEVEL	0…127	7F	O	X	O	O	X	O	O	X	O	●	●	X	O	O	O
		12	1	00 – 7F	CHORUS SEND	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		13	1	00 – 7F	REVERB SEND	0…127	28	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		14	1	00 – 7F	VARIATION SEND	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	O	O
		15	1	00 – 7F	VIBRATO RATE	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		16	1	00 – 7F	VIBRATO DEPTH	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		17	1	00 – 7F	VIBRATO DELAY	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		18	1	00 – 7F	FILTER CUTOFF FREQUENCY	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		19	1	00 – 7F	FILTER RESONANCE	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		1A	1	00 – 7F	EG ATTACK TIME	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		1B	1	00 – 7F	EG DECAY TIME	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		1C	1	00 – 7F	EG RELEASE TIME	-64…0…+63	40	O	X	O	O	X	O	O	X	X	X	O	X	O	O	X
		1D	1	28 – 58	MW PITCH CONTROL	-24…0…+24 [semitones]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		1E	1	00 – 7F	MW LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	O
		1F	1	00 – 7F	MW AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		20	1	00 – 7F	MW LFO PMOD DEPTH	0…127	0A	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		21	1	00 – 7F	MW LFO FMOD DEPTH	0…127	00	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		22	1	00 – 7F	MW LFO AMOD DEPTH	0…127	00	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		23	1	28 – 58	BEND PITCH CONTROL	-24…0…+24 [semitones]	42	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		24	1	00 – 7F	BEND LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		25	1	00 – 7F	BEND AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		26	1	00 – 7F	BEND LFO PMOD DEPTH	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		27	1	00 – 7F	BEND LFO FMOD DEPTH	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X
		28	1	00 – 7F	BEND LFO AMOD DEPTH	0…127	00	O	X	O	O	X	O	O	X	X	X	O	X	O	X	X

TOTAL SIZE 29

		30	1	00 – 01	Rcv PITCH BEND	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		31	1	00 – 01	Rcv CH AFTER TOUCH (CAT)	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		32	1	00 – 01	Rcv PROGRAM CHANGE	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		33	1	00 – 01	Rcv CONTROL CHANGE	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		34	1	00 – 01	Rcv POLY AFTER TOUCH (PAT)	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		35	1	00 – 01	Rcv NOTE MESSAGE	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		36	1	00 – 01	Rcv RPN	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		37	1	00 – 01	Rcv NRPN	OFF, ON	XGmode=01, GMmode=00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		38	1	00 – 01	Rcv MODULATION	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		39	1	00 – 01	Rcv VOLUME	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3A	1	00 – 01	Rcv PAN	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3B	1	00 – 01	Rcv EXPRESSION	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3C	1	00 – 01	Rcv HOLD1	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3D	1	00 – 01	Rcv PORTAMENTO	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3E	1	00 – 01	Rcv SOSTENUTO	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		3F	1	00 – 01	Rcv SOFT PEDAL	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		40	1	00 – 01	Rcv BANK SELECT	OFF, ON	01	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		41	1	00 – 7F	SCALE TUNING C	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		42	1	00 – 7F	SCALE TUNING C#	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		43	1	00 – 7F	SCALE TUNING D	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		44	1	00 – 7F	SCALE TUNING D#	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		45	1	00 – 7F	SCALE TUNING E	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		46	1	00 – 7F	SCALE TUNING F	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		47	1	00 – 7F	SCALE TUNING F#	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		48	1	00 – 7F	SCALE TUNING G	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		49	1	00 – 7F	SCALE TUNING G#	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		4A	1	00 – 7F	SCALE TUNING A	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		4B	1	00 – 7F	SCALE TUNING A#	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		4C	1	00 – 7F	SCALE TUNING B	-64…0…+63 [cent]	40	O	X	O	O	X	O	O	●	●	●	O	X	O	O	O
		4D	1	28 – 58	CAT PITCH CONTROL	-24…0…+24 [semitones]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X

		4E	1	00 – 7F	CAT LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X
		4F	1	00 – 7F	CAT AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		50	1	00 – 7F	CAT LFO PMOD DEPTH	0…127	00	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X
		51	1	00 – 7F	CAT LFO FMOD DEPTH	0…127	00	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X
		52	1	00 – 7F	CAT LFO AMOD DEPTH	0…127	00	O	X	O	O	X	X	O	●	O	X	O	X	O	O	X
		53	1	28 – 58	PAT PITCH CONTROL	-24…0…+24 [semitones]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		54	1	00 – 7F	PAT LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		55	1	00 – 7F	PAT AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		56	1	00 – 7F	PAT LFO PMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		57	1	00 – 7F	PAT LFO FMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		58	1	00 – 7F	PAT LFO AMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		59	1	00 – 5F	AC1 CONTROLLER NUMBER	0…95	10	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		5A	1	28 – 58	AC1 PITCH CONTROL	-24…0…+24 [semitones]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		5B	1	00 – 7F	AC1 LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	O	X	X	O	X	O	X	O	X	O	O	O
		5C	1	00 – 7F	AC1 AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		5D	1	00 – 7F	AC1 LFO PMOD DEPTH	0…127	00	O	X	O	O	X	X	O	X	O	X	O	X	O	O	O
		5E	1	00 – 7F	AC1 LFO FMOD DEPTH	0…127	00	O	X	O	O	X	X	O	X	O	X	O	X	O	O	O
		5F	1	00 – 7F	AC1 LFO AMOD DEPTH	0…127	00	O	X	O	O	X	X	O	X	O	X	O	X	O	O	O
		60	1	00 – 5F	AC2 CONTROLLER NUMBER	0…95	11	O	X	O	O	X	X	X	X	X	X	O	X	O	O	O
		61	1	28 – 58	AC2 PITCH CONTROL	-24…0…+24 [semitones]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		62	1	00 – 7F	AC2 LOW PASS FILTER CONTROL	-9600…0…+9450 [cent]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		63	1	00 – 7F	AC2 AMPLITUDE CONTROL	-100…0…+100 [%]	40	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		64	1	00 – 7F	AC2 LFO PMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		65	1	00 – 7F	AC2 LFO FMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		66	1	00 – 7F	AC2 LFO AMOD DEPTH	0…127	00	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X
		67	1	00 – 01	PORTAMENTO SWITCH	OFF, ON	00	O (Except S.Articulation Piano, Organ Flutes)	X	O	O	X	X	O	X	X	X	O	X	O	O	X
		68	1	00 – 7F	PORTAMENTO TIME	0…127	00	O	X	O	O	X	X	O	X	X	X	O	X	O	O	X
		69	1	00 – 7F	PITCH EG INITIAL LEVEL	-64…0…+63	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		6A	1	00 – 7F	PITCH EG ATTACK TIME	-64…0…+63	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		6B	1	00 – 7F	PITCH EG RELEASE LEVEL	-64…0…+63	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		6C	1	00 – 7F	PITCH EG RELEASE TIME	-64…0…+63	40	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		6D	1	01 – 7F	VELOCITY LIMIT LOW	1…127	01	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X
		6E	1	01 – 7F	VELOCITY LIMIT HIGH	1…127	7F	O	X	O	O	X	X	O	X	X	X	O	X	O	X	X

TOTAL SIZE 3F

		70	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		71	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		72	1	00 – 7F	EQ BASS GAIN	-12dB…+12dB	40	O	X	O	O	X	O	O	●	●	●	●	X	O	O	O
		73	1	00 – 7F	EQ TREBLE GAIN	-12dB…+12dB	40	O	X	O	O	X	O	O	●	●	●	●	X	O	O	O

TOTAL SIZE 04

		74	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		75	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		76	1	04 – 28	EQ BASS FREQUENCY	32…2.0k [Hz]	0C	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		77	1	1C – 3A	EQ TREBLE FREQUENCY	500…16.0k [Hz]	36	O	X	O	O	X	X	O	●	O	O	O	X	O	O	O
		78	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		79	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7A	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7B	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7C	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7D	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7E	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
		7F	1		NOT USED		–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–

TOTAL SIZE 0C

● : Transmitted via panel operations O : Available

0A	nn	40	1	00 – 7F	MW OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	O	X	X	O	●	O	X	O	X	O	O	O
		41	1	00 – 7F	BEND OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	X	X	X	X	X	X	X	O	X	O	O	X
		42	1	00 – 7F	CAT OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	O	X	X	O	●	O	X	O	X	O	O	X
		43	1	00 – 7F	PAT OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	X	X	X	X	X	X	X	O	X	O	O	X
		44	1	00 – 7F	AC1 OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	O	X	X	O	X	O	X	O	X	O	O	O
		45	1	00 – 7F	AC2 OFFSET LEVEL CONTROL	-100 – 100 [%]	40	O	–	O	X	X	X	X	X	X	X	O	X	O	O	X

TOTAL SIZE 06

● : Transmitted via panel operations O : Available

nn = PART NUMBER

If there is a Drum Voice assigned to the part, the following parameters are ineffective.

- BANK SELECT LSB
- PORTAMENTO
- MONO/POLY
- SCALE TUNING
- POLY AFTER TOUCH
- PITCH EG

MIDI Parameter Change table (A/D PART)

Address (H)			Size (H)	Data (H)	Parameter	Description		Voice [MIDI]		MIDI Reception [MIDI]					MIDI Transmission [MIDI]					PLAY [Internal sequencer]		REC [Internal sequencer]
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
10	0n	00	1	00 – 01	INPUT GAIN	MIC, LINE	* The A/D PART parameter cannot be reset to its factory setting with XG SYSTEM ON.	X	X	X					X					X	X	X
		01	1	00 – 7F	BANK SELECT MSB	0…127		X	X	X					X					X	X	X
		02	1	00 – 7F	BANK SELECT LSB	0…127		X	X	X					X					X	X	X
		03	1	00 – 7F	PROGRAM NUMBER	1…128		X	X	X					X					X	X	X
		04	1	00 – 0F, 7F	Rcv CHANNEL	1…32 (*1), OFF		X	O	O					O					O	X	X
		05	1		NOT USED			–	–	–					–					–	–	–
		06	1		NOT USED			–	–	–					–					–	–	–
		07	1		NOT USED			–	–	–					–					–	–	–
		08	1		NOT USED			–	–	–					–					–	–	–
		09	1		NOT USED			–	–	–					–					–	–	–
		0A	1		NOT USED			–	–	–					–					–	–	–
		0B	1	00 – 7F	VOLUME	0…127		X	O	O					●					O	X	X
		0C	1		NOT USED			–	–	–					–					–	–	–
		0D	1		NOT USED			–	–	–					–					–	–	–
		0E	1	01 – 7F	PAN	L63…C…R63		X	O	O					●					O	X	X
		0F	1		NOT USED			–	–	–					–					–	–	–
		10	1		NOT USED			–	–	–					–					–	–	–
		11	1	00 – 7F	DRY LEVEL	0…127		X	O	O					●					O	X	X
		12	1	00 – 7F	CHORUS SEND	0…127		X	O	O					●					O	X	X
		13	1	00 – 7F	REVERB SEND	0…127		X	O	O					●					O	X	X
		14	1	00 – 7F	VARIATION SEND	0…127		X	O	O					●					O	X	X

TOTAL SIZE 15

n : A/D Part Number (0)
*1 : Channels 17 – 32 only send to TG.

MIDI Parameter Change table (DRUM SETUP)

Address (H)			Size (H)	Data (H)	Parameter	Description	XG Default (H)	Voice [MIDI]		MIDI Reception [MIDI]					MIDI Transmission [MIDI]					PLAY [Internal sequencer]		REC [Internal sequencer]
								Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
3n	rr	00	1	00 – 7F	PITCH COARSE	-64…0…+63	40	O (Drum Only)	X	O (Available only for song parts)					O					O	X	X
		01	1	00 – 7F	PITCH FINE	-64…0…+63 [cent]	40													O	X	X
		02	1	00 – 7F	LEVEL	0…127	Depends on the note													O	X	X
		03	1	00 – 7F	ALTERNATE GROUP	OFF, 1…127														O	X	X
		04	1	00 – 7F	PAN	RND, L63…C…R63														O	X	X
		05	1	00 – 7F	REVERB SEND	0…127														O	X	X
		06	1	00 – 7F	CHORUS SEND	0…127														O	X	X
		07	1	00 – 7F	VARIATION SEND	0…127	7F													O	X	X
		08	1	00 – 01	KEY ASSIGN	SINGLE, MULTI	00													O	X	X
		09	1	00 – 01	Rcv NOTE OFF	OFF, ON	Depends on the note													O	X	X
		0A	1	00 – 01	Rcv NOTE ON	OFF, ON	01													O	X	X
		0B	1	00 – 7F	LOW PASS FILTER CUTOFF FREQUENCY	-64…0…+63	40													O	X	X
		0C	1	00 – 7F	LOW PASS FILTER RESONANCE	-64…0…+63	40													O	X	X
		0D	1	00 – 7F	EG ATTACK RATE	-64…0…+63	40													O	X	X
		0E	1	00 – 7F	EG DECAY1 RATE	-64…0…+63	40													O	X	X
		0F	1	00 – 7F	EG DECAY2 RATE	-64…0…+63	40													O	X	X

TOTAL SIZE 10

		20	1	00 – 7F	EQ BASS GAIN	-12…+12 [dB]	40	X	X	X					O					X	X	X
		21	1	00 – 7F	EQ TREBLE GAIN	-12…+12 [dB]	40	X	X	X					O					X	X	X
		22	1		NOT USED		–	–	–	–					–					–	–	–
		23	1		NOT USED		–	–	–	–					–					–	–	–
		24	1	04 – 28	EQ BASS FREQUENCY	32…2.0k [Hz]	0C	X	X	X					O					X	X	X
		25	1	1C – 3A	EQ TREBLE FREQUENCY	500…16.0k [Hz]	36	X	X	X					O					X	X	X
		26	1		NOT USED		–	–	–	–					–					–	–	–
		27	1		NOT USED		–	–	–	–					–					–	–	–
		28	1		NOT USED		–	–	–	–					–					–	–	–
		29	1		NOT USED		–	–	–	–					–					–	–	–
		2A	1		NOT USED		–	–	–	–					–					–	–	–
		2B	1		NOT USED		–	–	–	–					–					–	–	–
		2C	1		NOT USED		–	–	–	–					–					–	–	–
		2D	1		NOT USED		–	–	–	–					–					–	–	–

TOTAL SIZE 0E

n: Drum Setup Number (0 – 1)
rr: note number (0D – 5B)

In the following cases, the instrument will initialize all Drum Setups.
- XG SYSTEM ON received
- GM SYSTEM ON received
- GM LEVEL2 SYSTEM ON received
- GS RESET received
- DRUM SETUP RESET received (only when in XG mode)

[Note]
When a part to which a Drum Setup is assigned receives a program change, the assigned Drum Setup will be initialized.
If the same Drum Setup is assigned to two or more parts, changes in Drum Setup parameters (including program changes) will apply to all parts to which it is assigned.

SYSTEM EXCLUSIVE MESSAGES (1)

[GM1]...GM Required Parameter
[GM2]...GM Level2 Required Parameter

- Not received when Receive System Exclusive Message Parameters is set to off.
- Not transmitted when Transmit System Exclusive Message Parameters is set to off.

System Exclusive Messages (Universal Real Time Messages)

[MIDI] [Internal sequencer]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
Master Volume [GM2]	F0 7F XN 04 01 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000001 01 = Sub-ID #2=Master Volume 0ssssssss SS = Volume LSB 0ttttttt TT = Volume MSB 11110111 F7 = End of Exclusive	O	X	O (Available for extra parts of a song)					O					O	O	X
Master Fine Tuning [GM2]	F0 7F XN 04 03 SS TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000011 03 = Sub-ID #2=Master Fine Tuning 0ssssssss SS = Fine Tuning LSB 0ttttttt TT = Fine Tuning MSB 11110111 F7 = End of Exclusive	O	X	O (Available for extra parts of a song)					O					O	X	X
Master Coarse Tuning [GM2]	F0 7F XN 04 04 00 TT F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000100 04 = Sub-ID #2=Master Coarse Tuning 00000000 00 0ttttttt TT = Coarse Tuning MSB 11110111 F7 = End of Exclusive	O	X	O (Available for extra parts of a song)					O					O	X	X
Reverb Parameter [GM2]	F0 7F XN 04 05 01 01 01 01 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000001 01 = Slot path LSB = 1 (Reverb) 0ppppppp PP = Parameter to be controlled 0vvvvvvv VV = Value for the Parameter : : 11110111 F7 = End of Exclusive Parameter(pp) / Value(vv) / Display pp=0 Reverb Type: 0...8 — 0:RoomS, 1:RoomM, 2:RoomL, 3:HallM, 4:Hall (default), 8:GM Plate pp=1 Reverb Time: 0...127 — 0...11.0s	O	O	O					O					O	O	X
Chorus Parameter [GM2]	F0 7F XN 04 05 01 01 01 02 PP VV ... F7 11110000 F0 = Exclusive status 01111111 7F = Universal Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00000100 04 = Sub-ID #1=Device Control Message 00000101 05 = Sub-ID #2=Global Parameter Control 00000001 01 = Slot path length = 1 00000001 01 = Parameter ID width = 1 00000001 01 = Value width = 1 00000001 01 = Slot path MSB = 1 00000010 02 = Slot path LSB = 2 (Chorus) 0ppppppp PP = Parameter to be controlled 0vvvvvvv VV = Value for the Parameter : : 11110111 F7 = End of Exclusive Parameter(pp) / Value(vv) / Display pp=0 Chorus Type: 0...5 — 0:GM Chorus1, 1:GM Chorus2, 2:GM Chorus3 (default), 3:GM Chorus4, 4:FB Chorus, 5:GM Flanger pp=1 Mod Rate: 0…127 — 0…15.5Hz pp=2 Mod Depth: 0…127 pp=3 Feedback: 0…127 pp=4 Send to Reverb: 0…127	O	O	O					O					O	O	X

[MIDI] [Internal sequencer]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission					PLAY		REC
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
Channel Pressure (After Touch) [GM2]	F0 7F XN 09 01 0M PP RR ... F7	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X

```
11110000  F0  = Exclusive status
01111111  7F  = Universal Real Time
0xxxnnnn  XN  = When N is received N=0 – F, whichever is received. X=ignored
00001001  09  = Sub-ID #1=Controller Destination Setting
00000001  01  = Sub-ID #2=Controller Type:01 (Channel Pressure)
0000mmmm  0M  = MIDI Channel (00 – 0F)
0ppppppp  PP  = Controlled Parameter
0rrrrrrr  RR  = Data
    :         :
11110111  F7  = End of Exclusive
```

Make sure to set both the controlled parameter and the range.
Parameters not set will be restored to their default values.

Control Parameter(pp)	Data(RR)	Description	Default Value
pp=00 Pitch Control	28H – 58H	-24…0…+24 semitones	40H
pp=01 Filter Cutoff Control	00H – 7FH	-9600…0…+9450 cents	40H
pp=02 Amplitude Control	00H – 7FH	-100…0…+100%	40H
pp=03 LFO Pitch Depth	00H – 7FH	0…127	00H
pp=04 LFO Filter Depth	00H – 7FH	0…127	00H
pp=05 LFO Amplitude Depth	00H – 7FH	0…127	00H

Controller (Control Change) [GM2]	F0 7F XN 09 03 0M CC PP RR ... F7	O	X	O	X	X	X	X	X	X	X	O	X	O	X	X

```
11110000  F0  = Exclusive status
01111111  7F  = Universal Real Time
0xxxnnnn  XN  = When N is received N=0 – F,whichever is received. X=ignored
00001001  09  = Sub-ID #1=Controller Destination Setting
00000011  03  = Sub-ID #2=Controller Type:03 (Control Change)
0000mmmm  0M  = MIDI Channel (00 – 0F)
0ccccccc  CC  = Controller Number (01H – 1FH, 40H – 5FH)
0ppppppp  PP  = Controlled Parameter
0rrrrrrr  RR  = Range
    :         :
11110111  F7  = End of Exclusive
```

Make sure to set both the controlled parameter and the range.
Parameters not set will be restored to their default values.

Control Parameter(pp)	Data(RR)	Description	Default Value
pp=00 Pitch Control	28H – 58H	-24…0…+24 semitones	40H
pp=01 Filter Cutoff Control	00H – 7FH	-9600…0…+9450 cents	40H
pp=02 Amplitude Control	00H – 7FH	-100…0…+100%	40H
pp=03 LFO Pitch Depth	00H – 7FH	0…127	00H
pp=04 LFO Filter Depth	00H – 7FH	0…127	00H
pp=05 LFO Amplitude Depth	00H – 7FH	0…127	00H

Key-Based Instrument [GM2]	F0 7F XN 0A 01 0M KK CC VV ... F7	O (Drum Only)	X	O	X	X	X	X	X	X	X	O	X	O	X	X

```
11110000  F0  = Exclusive status
01111111  7F  = Universal Real Time
0xxxnnnn  XN  = When N is received N=0 – F, whichever is received. X=ignored
00001010  0A  = Sub-ID #1=Key-Based Instrument Control
00000001  01  = Sub-ID #2=Controller
0000mmmm  0M  = MIDI Channel (00 – 0F)
0kkkkkkk  KK  = Key Number
0ccccccc  CC  = Controller Number
0vvvvvvv  VV  = Value
    :         :
11110111  F7  = End of Exclusive
```

Make sure to set both the controlled number and the value.

Control Number(CC)	Value(VV)	Description	Default Value
CC=07H Volume	00H – 7FH	-100…0…+100%	40H
CC=0AH Pan	00H – 7FH (absolute)	L63…C…R63	(Preset value)
CC=5BH Reverb Send Level	00H – 7FH (absolute)	0…Max	(Preset value)
CC=5DH Chorus Send Level	00H – 7FH (absolute)	0…Max	(Preset value)

System Exclusive Messages (Universal Non-Real Time Messages)

[MIDI] [Internal sequencer]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission					PLAY	REC
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower	PLAY	REW	From panel (Right1/ Right2/ Right3/ Left)
GM1 System On [GM1] [GM2]	F0 7E XN 09 01 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000001 01 = Sub-ID #2=General MIDI On 11110111 F7 = End of Exclusive	O	–	O (Available for extra parts of a song)					O					O	X	O
GM2 System On [GM2]	F0 7E XN 09 03 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000011 03 = Sub-ID #2=General MIDI2 On 11110111 F7 = End of Exclusive	O	–	O (Available for extra parts of a song)					O					O	X	X
General MIDI System Off [GM1] [GM2]	F0 7E XN 09 02 F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00001001 09 = Sub-ID #1=General MIDI Message 00000010 02 = Sub-ID #2=General MIDI Off 11110111 F7 = End of Exclusive	O	–	O (Available for extra parts of a song)					O					O	X	X
Scale/ Octave Tuning [GM2]	F0 7E XN 08 08 JJ GG MM SS ... F7 11110000 F0 = Exclusive status 01111110 7E = Universal Non-Real Time 0xxxnnnn XN = When N is received N=0 – F, whichever is received. X=ignored 00001000 08 = Sub-ID #1=MIDI Tuning Standard 00001000 08 = Sub-ID #2=scale/octave tuning 1byte form 0jjjjjjj JJ = Channel/option byte1 bits 0 to 1 = channel 15 to 16 bits 2 to 6 = reserved 0ggggggg GG = Channel byte2 - bits0 to 6 = channel 8 to 14 0mmmmmmm MM = Channel byte2 - bits0 to 6 = channel 1 to 7 0sssssss SS = 12byte tuning offset of 12 semitones from C to B 00H means -64cent 40H means 0cent 7FH means +63cent : : 11110111 F7 = End of Exclusive	O	X	O (Available for parts of a song)					O					O	X	X

SYSTEM EXCLUSIVE MESSAGES (2)

- Not received when Receive System Exclusive Message Parameters is set to off.
- Not transmitted when Transmit System Exclusive Message Parameters is set to off.

System Exclusive Messages (Style)

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Section Control	F0 43 7E 00 ss dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000000 00 = 0sssssss ss = Switch No. 00H INTRO 1 01H INTRO 2 02H INTRO 3 03H INTRO 4 08H MAIN A 09H MAIN B 0AH MAIN C 0BH MAIN D 10H FILL IN AA 11H FILL IN BB 12H FILL IN CC 13H FILL IN DD 18H BREAK FILL 20H ENDING 1 21H ENDING 2 22H ENDING 3 23H ENDING 4 0ddddddd dd = Switch On/Off 00H (Off) 7FH (On) 11110111 F7 = End of Exclusive	–	–			O					●		
Tempo Control	F0 43 7E 01 t4 t3 t2 t1 F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000001 01 = 0ttttttt t4 = tempo4 0ttttttt t3 = tempo3 0ttttttt t2 = tempo2 0ttttttt t1 = tempo1 11110111 F7 = End of Exclusive	–	–			O					●		
Chord Control	F0 43 7E tt d1 d2 d3 d4 F7 Type1 (tt=02) 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000010 02 = type 1 0ddddddd d1 = chord root (cr) 0ddddddd d2 = chord type (ct) 0ddddddd d3 = bass note (bn) 0ddddddd d4 = bass type (bt) 11110111 F7 = End of Exclusive cr : Chord Root 0fffnnnn fff: ♭ or ♯, nnnn: note(root)] 0000nnnn 0n ♭♭♭ / 0001nnnn 1n ♭♭ / 0010nnnn 2n ♭ / 0011nnnn 3n natural / 0100nnnn 4n ♯ / 0101nnnn 5n ♯♯ / 0110nnnn 6n ♯♯♯ 0fff0000 x0 reserved / 0fff0001 x1 C / 0fff0010 x2 D / 0fff0011 x3 E / 0fff0100 x4 F / 0fff0101 x5 G / 0fff0110 x6 A / 0fff0111 x7 B ct : Chord Type 0 – 34, 127 00000000 00 0 Maj / 00000001 01 1 Maj6 / 00000010 02 2 Maj7 / 00000011 03 3 Maj7(♯11) / 00000100 04 4 Maj(9) / 00000101 05 5 Maj7(9) / 00000110 06 6 Maj6(9) / 00000111 07 7 aug / 00001000 08 8 min / 00001001 09 9 min6 / 00001010 0A 10 min7 / 00001011 0B 11 min7♭5 / 00001100 0C 12 min(9) / 00001101 0D 13 min7(9) / 00001110 0E 14 min7(11) / 00001111 0F 15 minMaj7 / 00010000 10 16 minMaj7(9) / 00010001 11 17 dim 00010010 12 18 dim7 / 00010011 13 19 7th / 00010100 14 20 7sus4 / 00010101 15 21 7♭5 / 00010110 16 22 7(9) / 00010111 17 23 7(♯11) / 00011000 18 24 7(13) / 00011001 19 25 7(♭9) / 00011010 1A 26 7(♭13) / 00011011 1B 27 7(♯9) / 00011100 1C 28 Maj7aug / 00011101 1D 29 7aug / 00011110 1E 30 1+8 / 00011111 1F 31 1+5 / 00100000 20 32 sus4 / 00100001 21 33 1+2+5 / 00100010 22 34 cc bn : On Bass Note — Same as Chord root; 127:No bass chord bt : Bass Chord — Same as Chord type; 127:No bass chord * Not received when Receive Chord System Exclusive Message Parameters is set to off. * Not transmitted when Transmit Chord System Exclusive Message Parameters is set to off.	–	–			O					●		
	Type2 (tt=03) 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01111110 7E = Style 00000011 03 = type 2 0ddddddd dd = note1 0ddddddd dd = note2 0ddddddd dd = note3 : : 0ddddddd dd = note10 11110111 F7 = End of Exclusive	–	–			O					X		

● : Transmitted via panel operations and keyboard/controller performances. O : Available

System Exclusive Messages (XG)

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
XG Parameter Changes	F0 43 1n 4C hh mm ll dd ... F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n = Device Number n=always 0 (when transmit), n=0-F (when recieve) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm= Address Mid 01111111 ll = Address Low 0ddddddd dd = Data : : 11110111 F7 = End of Exclusive	O * Refer to XG Parameter Change Table.		O * Refer to XG Parameter Change Table.					O * Refer to XG Parameter Change Table.				
XG Bulk Dump	F0 43 0n 4C aa bb hh mm ll dd ... dd cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0000nnnn 0n = Device Number n=always 0 (when transmit), n=0-F (when recieve) 01001100 4C = Model ID 0aaaaaaa aa = Byte Count MSB 0bbbbbbb bb = Byte Count LSB 0hhhhhhh hh = Address High 0mmmmmmm mm= Address Mid 01111111 ll = Address Low 0ddddddd dd = Data : : 0ddddddd dd = Data 0ccccccc cc = Checksum 11110111 F7 = End of Exclusive	O * Refer to XG Parameter Change Table.		O * Refer to XG Parameter Change Table.					O * Refer to XG Parameter Change Table.				
XG Parameter Request	F0 43 3n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0011nnnn 3n = Device Number n=always 0 (when transmit), n=0-F (when recieve) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm= Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	–	–	O * Refer to XG Parameter Change Table.					O * Refer to XG Parameter Change Table.				
XG Dump Request	F0 43 2n 4C hh mm ll F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0010nnnn 2n = Device Number n=always 0(when transmit), n=0-F(when recieve) 01001100 4C = Model ID 0hhhhhhh hh = Address High 0mmmmmmm mm= Address Mid 01111111 ll = Address Low 11110111 F7 = End of Exclusive	–	–	O * Refer to XG Parameter Change Table.					O * Refer to XG Parameter Change Table.				

System Exclusive Messages (Others)

11110000 F0 = Exclusive status
01000011 43 = YAMAHA ID
01110011 73 = Clavinova ID
: :
11110111 F7 = End of Exclusive

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Internal Clock (Clavinova compliance)	F0 43 73 01 02 F7 00000001 01 = Model ID (Clavinova common ID) 00000010 02 = Internal Clock Substatus	–	–			O					X		
External Clock (Clavinova compliance)	F0 43 73 01 03 F7 00000001 01 = Model ID (Clavinova common ID) 00000011 03 = External Clock Substatus	–	–			O					X		
Organ Flutes data Bulk Dump (Clavinova compliance)	F0 43 73 01 06 0B 00 00 01 06 0n [Bulk Data] sum F7 01H Model ID (Clavinova common ID) 06H Bulk ID 0BH Bulk No. (Organ Flutes data Bulk Dump) 00H, 00H, 01H, 06H Data Length :16bytes 1st Channel No. 0nH 2nd Footage [1'] 00 – 08H 3rd [1 1/3'] 00 – 08H 4th [1 3/5'] 00 – 08H 5th [2'] 00 – 08H 6th [2 2/3'] 00 – 08H 7th [4'] 00 – 08H 8th [5 1/3'] 00 – 08H 9th [8'] 00 – 08H 10th [16'] 00 – 08H 11th [Attack 2'] 00 – 08H 12th [Attack 2 2/3'] 00 – 08H 13th [Attack 4'] 00 – 08H 14th Settings [Attack Length] 00 – 08H 15th [Response] 00 – 08H 16th [Attack Mode] 00 – 01H 00H: Each, 01H: First 17th [Wave Variation] 00 – 02H 00H: Sine, 01H: Vintage, 02H Euro 18th [Volume] 01 – 09H 19th [aux] 00H 20th [aux] 00H 21th [aux] 00H 22th [aux] 00H sum Check Sum = 0-sum (BULK DATA)	O (Organ Flute)	X	O	O	X	X	O	●	X	X	O	X

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Display open/close	F0 43 73 01 51 00 00 02 05 A1 A2 A3 A4 dd F7 00000001 01 = Model ID (Clavinova common ID) 01010001 51 = PK/CL common variable length data 00000000 00 = 00000000 00 = Panel 00000001 02 = Display open/close 00000011 05 = Size A1 = Display address1 A2 = Display address2 A3 = Display address3 A4 = Display address4 dd = 00 → Display is opened at the time of starting and closed at the time of stopping. Display address / Score display / Lyrics display A1 00H 00H A2 00H 00H A3 00H 01H A4 00H 00H	X	X	X					X				
MIDI Master Tuning	F0 43 1n 27 30 00 00 0m 0l cc F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 0001nnnn 1n n= always 0 (when transmit), n=0 – F (when receive) 00100111 27 = Model ID of TG100 00110000 30 = Address High 00000000 00 = Address Mid 00000000 00 = Address Low 0000mmmm 0m = Master Tune MSB 00001111 0l = Master Tune LSB 0ccccccc cc = don't care 11110111 F7 = End of Exclusive	O	O	O					X				
GuideON	F0 43 73 01 1F 00 cc dd F7 00000001 01 = Model ID (Clavinova common ID) 00011111 1F = Guide On Substatus 00000000 00 = 0ccccccc cc = Part Select Number (1/Right, 2/Left) cc 1/Right 2/Left 00 On On 01 Off On 02 On Off 03 Off Off 0ddddddd dd = Mode 00:Off, 01:Follow Lights, 02:Any Key, 03:Karao Key, 04:Vocal Cue Time 06=YourTempo 11110111 F7 = End of Exclusive	–	–	O					X				

● : Transmitted via panel operations and keyboard/controller performances. O : Available

System Exclusive Messages (HDR Control)

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
HDR CONTROL (Asynchronous)	F0 43 73 01 50 19 00 00 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Model ID (Clavinova common ID) 01010000 50 = SubID 00011001 19 = SubID (HDR Control) 00000000 00 = SubID 00000000 00 = SubID (Start/Stop Control) 0ddddddd dd = Data dd=00H:Start, 01H:Stop, 02H:Pause 11110111 F7 = End of Exclusive	X	X	O					X	X	X	O	X

System Exclusive Messages (Special Operators Vocal Harmony Additional Parameters)

[MIDI]

MIDI Event	Data Format	Voice		MIDI Reception					MIDI Transmission				
		Regular/ Drum/ Natural/ Organ Voice	Mic/ Vocal Harmony	Song	Right1 Right2 Right3 Left	Keyboard	Style	Extra	Right1 Right2 Right3 Left	M.Pad	Style	Song	Upper Lower
Vocal Harmony Vocoder Part (Harmony Part(Panel))	F0 43 73 01 11 0n 50 10 dd F7 11110000 F0 = Exclusive status 01000011 43 = YAMAHA ID 01110011 73 = Clavinova ID 00000001 01 = Special Operators 00010001 11 = Model ID (Clavinova common ID) 0000nnnn 0n = Channel No. (Always 00) 01010000 50 = Vocal Harmony Additional Parameter Control No. 00010000 10 = Vocoder Part Parameter No. 0ddddddd dd = data 00H : Off 01H : Upper 02H : Lower 11110111 F7 = End of Exclusive	X	O	O						●			

● : Transmitted via panel operations and keyboard/controller performances. O : Available

Data Format	Parameter	Description	Note
FF 05 len [Data]	Lyrics	len=Data length, [Data]=Lyrics Data	-
FF 51 03 t1 t2 t3	Set Tempo	t1 t2 t3 =Tempo value B7 1B 00 – 01 D4 C0 (Tempo 5 – 500)	Entered when recording.
FF 58 04 nn dd cc bb	Beat	nn=Numerator, dd=Denominator (2n) cc=MIDI clock per metronome click, bb=Number of thirty-second notes in MIDI quarter note	Entered when recording.
FF 59 02 sf mi	Key Signature	sf=-7 – 7 mi=0: Major key, 1: minor key	Entered from the [Score] → SETUP display.

YAMAHA META EVENT

FF 7F 06 43 73 0A 00 07 dd	Score Start Bar	ddH: Start from this measure dd= -100 – 1, 1 – 100	Same as ScBar entered from the [SONG CREATOR] → SYS/EX. Display
FF 7F len 43 73 0D 01 [Data]	Keyboard Voice	Voice settings for the RIGHT1 – 3 and LEFT	Entered to the song from the [SONG CREATOR] → CHANNEL → SETUP display.

YAMAHA XF META EVENT

FF 7F 07 43 7B 01 cr ct bn bt	Chord Name	Refer to "Chord Control" in the MIDI Data Format (System Exclusive Messages)	Entered when recording.
FF 7F 05 43 7B 03 20 08	Phrase Mark	Used as a marker for each phrase when executing Phrase Mark repeat playback.	Used when performing the Phrase Mark repeat playback.
FF 7F 04 43 7B 04 dd	Phrase Max	Maximum Phrase Number	Used when performing the Phrase Mark repeat playback.
FF 7F 05 43 7B 0C rr ll	Guide Track Flag	Sets the TRACK1 and TRACK2 parameters on the [FUNCTION] → [SONG SETTING] display. rr = RIGHT CH (0: OFF, 1 – 16CH) ll = LEFT CH (0: OFF, 1 – 16CH)	Entered when recording.
FF 7F len 43 7B 21 00 pp [Data]	Lyrics Bitmap	Specifies the background picture of the Lyrics display. pp=Display type (0: Center, 1: Tile) [Data]=File Path	Entered to the song from the [SONG CREATOR] → CHANNEL → SETUP display.

Data Format	Parameter	Description	Note
Guide			
F0 43 73 01 1F 00 cc dd F7	Guide Mode	ccH = Part Select No 00H (TRACK1=ON, TRACK2=ON) 01H (TRACK1=OFF, TRACK2=ON) 02H (TRACK1=ON, TRACK2=OFF) 03H (TRACK1=OFF, TRACK2=OFF) ddH = Mode 00H=Guide OFF 01H=Follow Lights 02H=Any Key 03H=Karao-Key 06=Your Tempo	Entered to the song from the [SONG CREATOR] → CHANNEL → SETUP display.
Score			
F0 43 73 01 50 12 00 00 dd F7	Left Part indication On/Off	00H: OFF, 7FH:ON	Entered to the song from the [SONG CREATOR] → CHANNEL → SETUP display.
F0 43 73 01 50 12 00 01 dd F7	Right Part indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 02 dd F7	Lyrics indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 03 dd F7	Chord indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 04 dd F7	N.Name indication On/Off	00H: OFF, 7FH:ON	
F0 43 73 01 50 12 00 05 dd F7	Size designation	00H: SMALL, 01H:MIDDLE, 02H:LARGE, 03H:X-LARGE	
F0 43 73 01 50 12 00 06 dd F7	Left Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 07 dd F7	Right Ch	00H – 0FH=CH, 7EH=OFF, 7FH=AUTO	
F0 43 73 01 50 12 00 08 dd F7	Quantize triplet On/Off	(00H:TripletOFF, 7FH:TripletON)	
F0 43 73 01 50 12 00 09 dd F7	Quantize	00H: quarter, 01H: eighth, 02H: sixteenth, 03H: thirty-second	
F0 43 73 01 50 12 00 0A dd F7	NoteName	00H:ABC, 01H:FixedDo, 02H:MovableDo	
F0 43 73 01 50 12 00 0B dd F7	Color Note	00H: OFF, 7FH:ON	
Style			
F0 43 73 01 51 00 00 00 03 10 00 dd F7	STYLE SPLIT POINT	dd=STYLE SPLIT POINT (Note Number)	Entered to the song from the [SONG CREATOR] → CHANNEL → SETUP display.
F0 43 73 01 51 05 00 03 04 00 00 dd dd F7	Style No.	dd dd = Style No.	Entered when recording.
F0 43 7E 00 ss dd F7	Section Control	Refer to the MIDI Data Format.	Entered when recording.

YAMAHA [Digital Workstation] Date:13-July-2013
Model TYROS5 MIDI Implementation Chart Version : 1.0

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 16	1 - 16	
	Changed	1 - 16	1 - 16	
Mode	Default	3	3	
	Messages	x	x	
	Altered	**********	x	
Note Number : True voice		0 - 127 **********	0 - 127 0 - 127	
Velocity	Note ON	o 9nH,v=1-127	o 9nH,v=1-127	
	Note OFF	x 9nH,v=0	x	
After Touch	Key's	x	o	
	Ch's	o	o	
Pitch Bend		o	o 0 - 24 semi	
Control Change	0,32	o	o	Bank Select
	1,5,7,10,11	o	o	
	16	x	o	General Purpose Controller
	6,38	o	o	Data Entry
	64,65,66,67	o	o	
	71,72,73,74	o	o	Sound Controller
	80,81	o	o	
	84	o	o	Portamento Cntrl
	91,93,94	o	o	Effect Depth
	96,97	x	o	RPN Inc,Dec
	98,99	o	o	NRPN LSB,MSB
	100,101	o	o	RPN LSB,MSB
Prog Change : True #		o 0 - 127 **********	o 0 - 127	
System Exclusive		o	o	
Common	: Song Pos.	x	x	
	: Song Sel.	x	x	
	: Tune	x	x	
System Real Time	: Clock	o	o	
	: Commands	o	o	
Aux	:All Sound OFF	x	o(120,126,127)	
	:Reset All Cntrls	x	o(121)	
	:Local ON/OFF	x	o(122)	
	:All Notes OFF	x	o(123 - 125)	
Mes- sages	:Active Sense	o	o	
	:Reset	x	x	
Notes:				

Mode 1 : OMNI ON , POLY Mode 2 : OMNI ON , MONO o : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO x : No